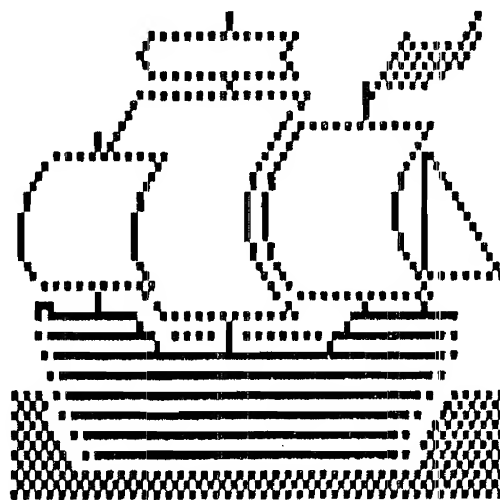


# DIPLOMACY WORLD



FLUCTUAT NEC MERGITUR

#42  
SPRING  
1986



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DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subscriptions within the United States are \$12 per year (4 issues), including first class mail. In Canada subscriptions are US\$16 per year (4 issues), including first class mail. Overseas subs are US\$16 per year (4 issues), surface mail, and US\$32 per year (4 issues), air mail. All prices are in US dollars. Make checks payable to DIPLOMACY WORLD or IDS and mail to Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102-0416, USA (619-295-6248). Submission of articles or features materials to Kathy Byrne, 29-10 164th St., Flushing, NY 11358. Submission of news items or announcements to Larry Peery, Box 8416, San Diego, CA, 92102-0416.

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Subscriptions received by the 10th of the month of issue (February-May-August-November) begin with the current issue, if still available. Others begin with the next issue. Selected back issues are available. See the INDEX AND MENU DIPLOMACY WORLD for an index of articles and ordering information for reprints. Copies are \$2.00 from the publisher.

DIPLOMACY WORLD was founded in 1974 by Walter Buchanan as a service to the Diplomacy hobby at large and as a publication-of-record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original articles available. DW is an IDS publication.

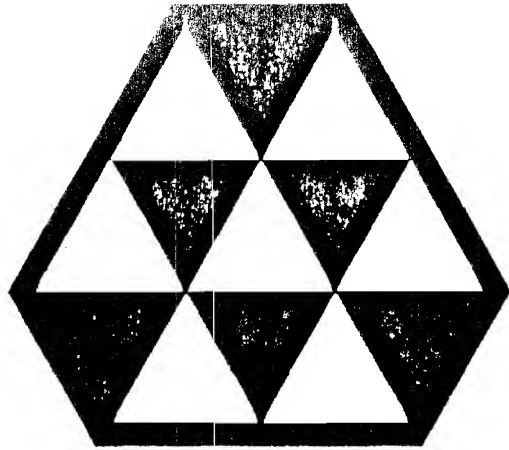
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Included in this mailing is DW #42, Spring 1986; the 1986 Hobby Polls and Awards Ballot, and some special flyers on DIPCON and other subjects.

COVER: A stylized version of the Arms of the city of Paris, France. The Latin motto means 'She pitches and rolls but does not sink.'



# INSTITUTE FOR DIPLOMATIC STUDIES

Gaming & Simulations Studies

/3/

P.O. Box 8416 • SAN DIEGO, CA 92102, U.S.A. • (714) 238-0893      LAWRENCE WM. PEERY, Director

21 April 1986

To: All DIPLOMACY WORLD Subscribers

From: Larry Peery, Publisher

Re: Resignation of Kathy Byrne as DIPLOMACY WORLD General Editor

1. For all practical reasons and purposes this issue of DIPLOMACY WORLD was done yesterday (Sunday, 20 April) morning. This page was inserted this morning (Monday, 21 April); which is why the information in it contradicts what you will read elsewhere in this issue.
2. Yesterday afternoon I had a two hour plus phone conversation with Kathy Byrne. During that conversation Kathy told me, once again, that she wished to resign as DW's General Editor; a request she has made many times in the past and one that I have always rejected. This time, however, she gave me a reason; which had nothing to do with DW, the hobby, etc.; and it was a reason I could accept.
3. I suggested to her that instead of resigning she take a sabbatical for several months to see if she still felt that she needed to resign. She seemed agreeable to that.
4. At that point the conversation started to go downhill, for reasons that I do not think need to be discussed here. If Kathy wishes to discuss them; that is her business. I will have no further comment.
5. The end result is that with great disappointment I am informing you that Kathy has resigned as DW's General Editor; effective immediately. Kathy did a fine job as DW's General Editor, one that hobby members and DW subscribers may wish to recognize by voting for her for this year's Don Miller Memorial Award.
6. Reluctantly, because it means more work for me, I have come to the conclusion that it would be best for DW to return to its original organizational structure with a single person acting as publisher, editor, and managing editor. I, as DW's publisher, do not have the right to ask another person to make the kind of sacrifices that Kathy did on behalf of DW. And no one, in their right mind, would want to.

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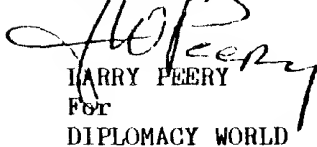
7. In time I may attempt to recruit two individuals to take over as DW's news and feature editors, thus relieving me of those duties. And, of course, my long term goal is to turn DW over to another publisher. But, for now, I will assume the role of general editor, in addition to my other duties.

8. It is my hope that DW's loss will be Kathy's gain, and I know you all join with me in thanking her for a job well done. Without her cooperation and help I doubt if DW would have survived the last year. Ironically, this issue, Kathy's last, is one of the best issues of DW ever.

9. Fortunately, DW is in a position to survive, even with this loss, because you have all contributed to it so generously. Naturally I hope you will continue to do so. Now, more than ever before, DW and I need your help.

10. Now we must go forward with the job of rebuilding DW. Nothing has changed as far as the contents of this issue go. Nothing has changed as far as DW's plans for the future. Only the arrangement of the masthead will be different.

Sincerely,

  
HARRY PEERY  
For  
DIPLOMACY WORLD



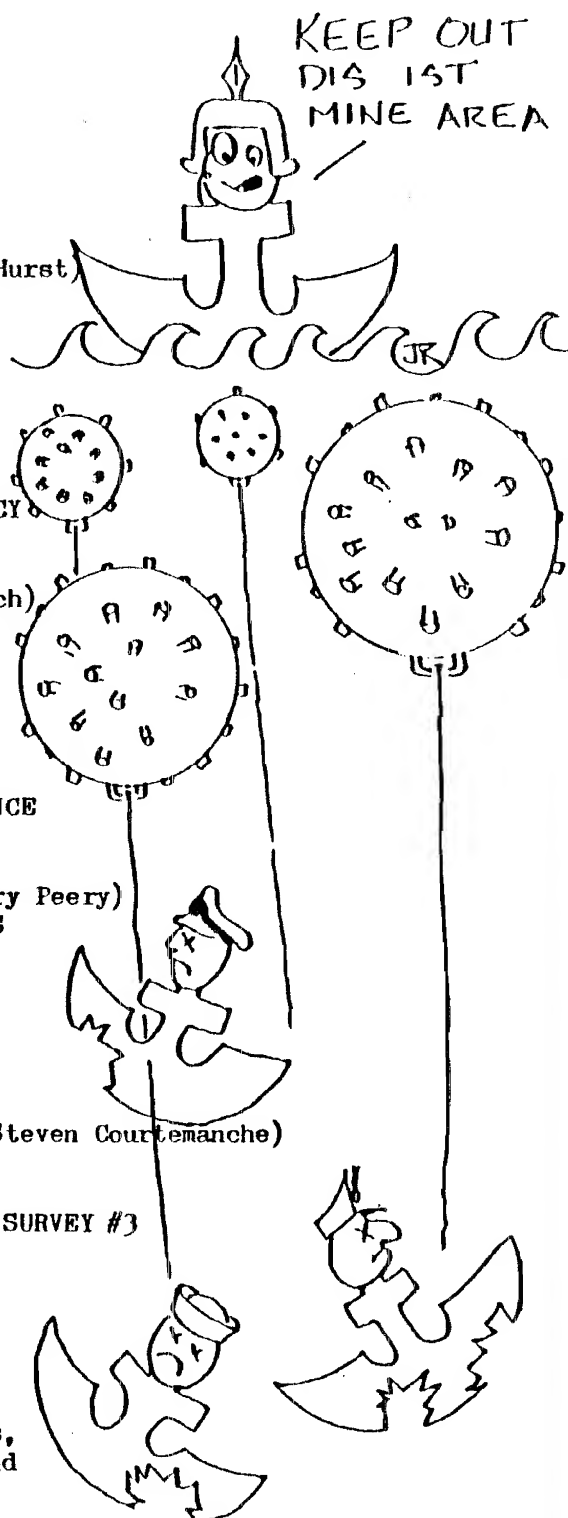
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In addition you'll find a variety of flyers, announcements, and a special 1986 Awards and Polls ballot package.



PASSING THE TORCH

## A Valedictory Editorial

by Rod Walker

"eef you do anysing too moch, even eff eet ees nice....eet ees TOO MOCH!"

. . . Anna Russell

If anyone had suggested to me, in the Spring of 1980 (when DIPLOMACY WORLD 25 was published), that I would become Editor of D.W., I would have laughed most heartily. I had better things to do and the 'zine was doing fine under Jerry Jones. Some 15 months later, I wasn't laughing. In the interim only 2 more issues of D.W. had appeared and Jerry was in the middle of arranging a transfer of the 'zine which would have been just as great for D.W. as Khomeini has been great for Iran (and for about the same reasons...but let's skip the gory details). So Jerry, Walt Buchanan (D.W.'s founder), and I worked out an arrangement under which I would assume the editorship. If I wasn't laughing then, my feelings seemed to have no place to go but down. Despite having saved D.W. from a fate worse than death, and despite generally good personal feelings about the issues which subsequently came out, the decision to become Editor of D.W. was a huge mistake for me: it led principally to 4 years of personal stagnation and frustration.

As of that summer, D.W. was bankrupt. From Jerry I inherited a number of uncashed sub checks, some back issues, a backfile of mostly unusable submissions, and a mailing list. I didn't (and I now wish I had) have the guts to do what Larry Peery was later to do; make the 'zine's bankruptcy the centerpiece for a complete reorganization of its operations and finances. Instead, I simply raised the subscription rates so that they would at least cover costs, and hoped that future operations would gradually erase the existing deficit (then about \$2500, based on existing subscription obligations). I chose, therefore, not to emphasize nor dwell on financial problems, but rather to market the 'zine aggressively and create some inducements which would, I hoped, lead to a hobby-wide subscription support of the 'zine. I was disillusioned, but not completely so, when my initial efforts met with very unfriendly reactions. Later, in 1984 (D.W. 37), when I stated editorially that financial problems were continuing and suggested that D.W. deserved some practical hobby help, my statement met with (predictable, considering the sources) reactions which ran the gamut from derision to virulent hostility. It never occurred to me...and that was a great mistake...to take the bull by the horns, as Larry finally did, and state bluntly that the alternative to hobbywide involvement in solving D.W.'s problems was no D.W. That should have been my first action in 1981, just as it was Larry's in 1985.

Instead, I chose to persevere. By the time my first issue, #28, went to press, we were still \$200 short of production costs, which I personally made up. Most other D.W. issues at least paid their own ways (that is, their costs were covered by what money came in since the previous issues). But the hand-to-mouth existence for something as large as D.W. could only continue for a limited time.

The money difficulties, however, played second fiddle to the exorbitant demands the 'zine made on me as an individual. It got to the point that nearly every spare moment, every weekend, every evening, was necessary to keep up with the work of promoting the 'zine (so there would be enough money to produce it), producing the 'zine, and keeping up a level of hobby participation in order to keep current on the hobby. These things necessitated a level of personal involvement I had never envisioned when I took on the job. Gradually, other things, of more consequence and more relevance, tended to fade away. When I realized that the 'zine was taking over my life, I began to put it aside in favor of other things, but this only meant that publication delays inevitably ensued. I finally stopped working on it altogether and hoped somebody would come along to take it over. The rest, you all know. Larry Peery came to the rescue, and managed to secure outstanding assistance from the same hobby which derided my own requests for help---perhaps under the delusion that I'd continue to produce D.W. indefinitely, no matter how much it hurt nor how much it cost. I'm delighted that Larry was able to disabuse people of the notion that he might be similarly played for a sucker. I'm glad that Larry presented the facts and alternatives in such a stark and unequivocal way, because so many generous and wonderful people came forward to do what needed to be done. Of course, Larry got some flak over it, too...mostly from people whose selfish attitudes toward this hobby are well known to those of us who've been around a while. While I was Editor, too, there seemed to be no lack of people who never bothered to react to D.W. except to run down the 'zine, attack me, or attempt to sabotage our operation. People of that sort never make for a pleasant working environment.

I do not mean to imply that nobody helped. There were many people who did their best to assist DIPLOMACY WORLD. I can't list them all. There were the many excellent writers for DW...and particularly Kevin Tighe and Scott Marley whose small gems made many issues sparkle. Perhaps two dozen people made modest financial contributions to D.W.'s operations over my 4 year's tenure. Even a drop helps keep the bucket from being dry, and I was very grateful for the help. Certain people helped enormously with the task of producing the 12 issues which bore my name as Editor and/or Publisher. Mark Berch provided a lot of articles. Lew Pulsipher and Fred Davis kept the nuts and bolts of the variant section going. Larry Peery attended to the onerous and frequently frustrating job of getting the 3rd-class issues into the postal grist mill. At the end, Kathy Byrne was a Godsend in recruiting and editing articles for the 'zine; I wish we had become a team some issues earlier---the history of the later issues might not have been fraught with so much difficulty if we had. The Avalon Hill Game people, and most particularly Rex Martin of THE GENERAL, did a great deal to bring D.W. to the attention of potential new subscribers. And there were many others who contributed to my effort in various ways: writing articles, sending interesting letters, trying to cheer me up, or just renewing their subscriptions and buying back issues. My sincere thanks to you all.

Walt Buchanan began it; it was continued by Conrad von Metzke, Jerry Jones, and myself; now Larry Peery is undertaking to keep the torch of DIPLOMACY WORLD alight. It's a worthy torch, that seeks to illumine the Diplomacy hobby without getting into the dark corners of the hobby's feuds, nor yet serving the narrow personal and/or political ambitions of selfish individuals or organizations. There have been some occasional minor lapses from this noble goal, but the miracle of D.W. is that it has kept to this path, both straight and strait, for a dozen years. There is a pride in that accomplishment, both in the thing itself and because of the great difficulty any human being will have in achieving it.

In passing this torch to the Peery-Byrne team, I am confident that they can continue to produce these neat bundles of informative pages...and I hope you-all will continue to realize that the said production isn't as easy as it may look. Some of the difficulties I encountered seem to have been cleared up, but the road the torch must travel will still be rocky and lined with pitfalls. Given the nature of our hobby, it could hardly be otherwise. But if any people are capable of continuing the Twelve Year Miracle, they are.

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#### MINITORIAL: SUPPORT THE DW RAFFLE

It's time for the first DW Raffle, a very important part of the DW recovery program. The Raffle is designed to raise money to cover DW overhead expenses and fund DW programs outside the actual costs of the magazine, which are covered by subscription funds. These overhead costs amount to hundreds of dollars over a year's period and include telephone expenses, postage, stationary, and printing costs for non-zine purposes, as well as such purposes as funding a contributors' compensation fund, promoting the 'zine to the hobby, and promotion of the hobby itself. These costs are not directly part of DW's production expenses; which is why they are not covered by DW subscription charges; but they are an important part of DW's basic purpose, to serve the existing and prospective Diplomacy hobby. Your support of the Raffle, by sending a donation with your Raffle tickets, will help defray these costs and improve our service to the hobby and DW family. Without your support we will have no choice but to increase DW subscription prices and/or eliminate such services. To encourage your participation in the Raffle a number of DW supporters have donated prizes, evidence that they believe in the Raffle. We hope you will. If each DW subber will send us a \$5 donation toward the Raffle we'll meet our financial goal and have the funds to establish a contributors' compensation fund (e.g. to provide contributors to DW with a complimentary copy of the magazine) and to begin a systematic program of DW outreach to the Diplomacy and gaming hobby, both important elements of our plans to make DW the hobby's flagship once again. It's a harmless way to help DW and, who knows, you just might get something out of it.

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#### LETTERS TO THE EDITOR

The biggest part of being DW's publisher or editor, as I'm sure Kathy will agree, is not producing the 'zine; it's dealing with the correspondence that goes with the job. Each of us receives, literally, hundreds of letters about DW and the hobby each issue. A lot of these letters could be printed in the 'zine for the enjoyment and edification of all. Unfortunately space doesn't allow it. But who knows, perhaps someday we'll do a whole issue of DW devoted to letters. For the moment all we can do is print some of the more interesting or typical ones we've received. We try to answer as many of the letters we get as we can, given the time constraints under which we operate. Sometimes we just can't write an individual response. But rest assured that every letter's read and, often, passed on to another DW staff member for action or response. It's all part of the dialogue that is so important to DW's flagship role. When you write us please be sure to enclose your return address on the letter itself, date it, and a SASE or a couple of stamps if you are asking for a DW publication of somekind. Try to be brief and try to be specific if you are asking a question. We appreciate the letters of praise but the ones we really talk about are the ones of criticism.

Criticism, constructive criticism is basic to DW's continued growth and development. We welcome it. So, from the 200 or so letters I've received (and I'm sure Kathy has gotten a like number) in the past couple of months here are four examples:

"DW #41 was great! You did a monumental job on it. Keep up the good work.

"It's going to take a while to get the archives list ready. We had a water pipe freeze and got water downstairs. It didn't damage any zines, but we'll have to replace the carpet and so all downstairs is now a mess. We'll get started as soon as possible, but it may be this summer. Walt Buchanan.

/Walt, of course, was DW's founder and first publisher/editor. If he's satisfied I guess I am. Walt also maintains the original Hoosier Archives, the grand daddy of them all, and he and I are working on developing a comprehensive listing of all Diplomacy publications and a joint index to both our archives, a total of well over 50,000 Dippy zines and other materials. Combined with Elmer Hinton's work with the Granite Archives we should soon have as complete as possible a listing of all past and present Diplomacy publications and access to all of them. At least two people have even expressed an interest in compiling an encyclopedia of the hobby's magazines, although I don't think either of them has actually started on this awesome task./

"DW #41 was great!" Lee Kendter, Sr., MNC.

And except for a couple of people who complained about the page borders I used that's a typical reaction to DW #41. DW #41.5, our Womens' Issue, drew a slightly different response, especially from the male side of the DW family.

"When I discovered DW #41.5 in my mail, I was pleasantly surprised. My expectations increased when I learned that the theme would be women in Diplomacy - a marvelous idea. Unfortunately, by the time I had finished the issue I was disappointed by the issue in general and agitated, in particular, by M's. Birsan's article...

"M's. Birsan's article is insulting, bitter, and self contradictory, and I am surprised that you saw fit to include it in your publication. M's. Birsan generalizes from the actions of a few men and condemns the entire sex. Phrases such as "the idiocy that is called 'men' ", "pagan dogs", and "Men stink," are clearly emotional evaluations that are not justifiable, based on her experience with a miniscule subset of men. My wife considers me neither idiotic nor odorous, and I'm sure most women feel the same way about their men..." Mikel D. Petty.

/So, why didn't your wife write your letter? Truly I marvelled when I read Mr. Petty's letter until I recalled an old truth my first journalism teacher taught me a generation ago: Something to the affect that, no matter what you write or publish, if it is read by more than one person someone will misunderstand it. So be prepared. Mikel missed the point of the article, of course, because he did not know that Edi Birsan was a man, not a woman. And so history has repeated itself. This should be a lesson to us hobby old-timers when we assume, as we write, that newer members of the hobby know just as much about it and us as we do. Oftentimes they don't and it is our fault, not theirs./

"It sounds like you have done a great job with DW. I have really enjoyed the last few articles that I have read. One major complaint, however. Don't waste money on midmonthly DWs. The articles in DW #41.5 were good, but they could either have been held over to the next issue, or made an issue of its own. It is hard to convince people you need money when you are handing out free issues, and equally hard to convince people you need articles when you have enough

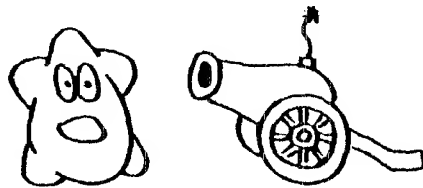
left over for a midmonthly." Greg Ellis, Feuillentonist's Forum.

/Who ever heard of publishing a Valentine's issue in April? Seriously, sometimes and some things just seem to go together and have a timeliness that defies DW's quarterly schedule. Within a year or so I hope to change that problem by changing DW's schedule but that depends on how well our programs, such as the Raffle, go. As I've said from the beginning if someone hands me \$100 and says use this money to do this...or that..., and if it fits into the DW program, I'll grab the money and run. The DW #41.5 issue proved that the DW family will support special projects that they believe in. As for needing articles, DW always needs articles. The more articles we have the better ones we can publish and the more variety we can offer our readers. Just because we have the minimum 10 or 20 articles we need for a given issue on hand doesn't mean I'm going to stop soliciting articles. That kind of shortsighted thinking is what got DW into trouble in the first place. A successful DW requires long term planning, even at the cost of short term sacrifices. The staff has already begun planning issues into next year and beyond. In a hobby where the turnover is every three years you have to plan ahead./

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# DON'T READ THIS

## DIPPY DOODLES JR



IF I AM CANNON FODDER  
WHO IS CANNON MUDDER?

Good. Now that I have your attention please continue reading. Last issue Kathy editorialized about how we, the DW staff, expected you, the DW family, to contribute articles and such to the 'zine. Well, the time has come to test your willingness to support DW above and beyond, as they say. First, there is the DW Raffle insert which I hope will convince you to help with our program to expand and improve DW's outreach to the entire Diplomacy hobby. Second, tucked away in the section on RATINGS is a solicitation for you to contribute a paragraph about one or more other players in the hobby. There are close to 30 of them for you to pick and choose from. Some of you will know many of the people mentioned. Some of you

may only know one or two, but that's OK because maybe, just maybe nobody else knows that person at all. So whether its 30 or only one I hope you'll contribute a paragraph about each of them as you've known them as a Diplomacy player, be it FIF, PBM, or whatever. Combined your comments should tell us a lot about some of the very best players in the hobby today. And, all together it means you will write much of the next issue of DW, leaving Kathy and I to work on other things. Neat idea, huh? So, remember at least one paragraph from each of you about one or more of those people. I, we, want to know what makes them tick as a Diplomacy player. If you all pitch in and contribute I think it will make a most fascinating issue. If I'm wrong I'm sure someone will tell me.....

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A SPECIAL NOTE: The cartoon above was done by DW's resident artist, J.R. Baker. He also did the rest of the cartoons in this issue. I hope you enjoy them. They kept me chuckling as I put this issue together and believe me, when I get to that point in doing the magazine I need a few yucks here and there. Thanx, J.R.

## THE OUT-COME ORIENTED APPROACH, or

"If I had known you had wanted to win, we could have done something about it!"

by Tom Hurst

In my last article, I indicated that players approach the game of Diplomacy from three different directions, outcome-oriented, process-oriented, and other-oriented. In this article, I will examine the first of these approaches, the outcome-oriented.

The outcome-oriented approach is the realm of those players who are most concerned with the ultimate outcome of the game. They concern themselves little with how they got there, or why they played in the first place. Members of this group can be divided into four sub-groups:

1. The Emperor,
2. The Henchman,
3. The Survivalist, and
4. The Scavenger.

### The Emperor

The Emperor is the player who, like Napoleon, goes all out to conquer the world. To him, there can be no substitute for first place, as anything other than this is considered losing. In order to win, a player of this type will stop at nothing.

An Emperor's playing style is characterized by the offer of one-sided deals benefitting himself most. Alliances are dropped just as soon as they can no longer benefit the Emperor, usually for an alliance that allows him to rip off his former partner. A true Machiavellian, the Emperor doesn't care who he's with or what he does, just as long as he comes out on top.

Surprisingly, the Emperor rarely has need to lie to anyone, as his "What's in it for me?" attitude puts everyone on notice that everyone is his friend for just as long as they help him toward his win, and not one second longer! Unfortunately, he is disappointed often, and usually ends up surly and a burnout before too long.

### The Henchman

The Henchman is the second sub-type of the outcome-oriented approach. This is the type of player that believes that Diplomacy is a team sport. If he finds another Henchman on his side of the board, watch out! They will form an immediate alliance which they will stick to through thick and thin, and use the combined forces of their countries like a single superpower in an attempt to sweep the board! Never will there be even the remotest possibility of a Henchman stabbing his ally. The Henchman's ultimate goal is a draw with his ally.

A Henchman's playing style is characterized by a game-long plan for domination of the board with his ally. Any and all offers from other than his primary ally will be accepted for only so long as they fit into that master plan. A Henchman rarely writes to anyone other than his primary ally, unless it is to convince others of something that would benefit the alliance. The Henchman can and will lie often, except to his partner in crime.



An interesting sidelight is what happens if a Henchman forms an alliance with what he thinks is another of the same ilk, but is actually a closet Emperor. When the Emperor finally stabs him and takes the win all by himself, the Henchman's screams can be heard throughout the hobby. Often, the Henchman then plots revenge by stabbing his partner back in any other game they might be in together (a process known as cross-gaming), and blackening his partner's name by telling everyone he has contact with about how "untrustworthy" he was. Be very careful when allying with a Henchman. They are very clannish. Once you stab one, rest assured you will never ally with one again!

### The Survivalist

The Survivalist is the type of person that never walks out of a basketball game before the end, even if the home team is losing by 70 points! "By God, I've paid for the ticket, and I'm going to get my money's worth!" That's his philosophy. He believes that the yardstick of good play in Diplomacy is not whether one wins or draws, but whether he can keep from losing, losing being defined as being wiped out. To this end he will use any tactic.

The Survivalist never actually starts a game believing that he won't win or draw. However, his dread of being wiped out leads him to make friends with everybody, stifling his growth because he won't attack anybody. He thus usually never grows much beyond his original strength, save for a neutral or two snagged in 1901. When his weak sister status is taken advantage of later on by the remaining powers, the Survivalist will go to any lengths to avoid being wiped out. Whining, groveling, and boot-licking then becomes a way of life for this character. This is the type of player the word "toady" was coined to describe.

If the Survivalist manages to convince his attackers to let him live on until the end of the game, even with only one center, he will feel that he has accomplished a great feat of negotiation. No matter that he had no influence on the game from the first turn. He will then bore the socks off anyone who cares to listen, telling them just how well he played.

### The Scavenger

The Scavenger is the person that would have you believe that second place is good enough. After all, doesn't that mean that you were better than five other players? At heart, the Scavenger is an Emperor that doesn't like to make an enemy, or at least make an enemy that can fight back.

A Scavenger doesn't actually begin the game working for second place. He is perfectly willing to take a win if it is presented to him on a silver platter! Failing in this, however, he starts the game much like a Survivalist, keeping his head down and not becoming a target. Unlike the Survivalist, though, he will grab a center here and there, usually from the backsides of the targets of other alliances, most times under the guise of "helping prevent them from sweeping the board." At the same time, the Scavenger is negotiating with that same alliance, "helping" them take this guy out so that they can go on to bigger and better things. After all, it does not pay to make an enemy that can hurt you!

The end of the game usually takes a Scavenger by surprise, as a player who doesn't mind making an enemy takes his last one out for the win, leaving the Scavenger a center or two from winning himself. The Scavenger then tries to convince everybody that second place was what he was after all along. If this happens often enough, he may even start to believe it himself!



## In Closing

The outcome-oriented approach is the realm of those players who are primarily interested in how the game turns out. However, this is not the only way to approach a game of Diplomacy. Some players are more concerned with how the game is played than with its outcome. These players will be the subject of the next article in this series.

Until then, Ciao!

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## 1985 TEXAS BULL DIPLOMACY PLAYERS SURVEY RESULTS

Here are some of the highlights of the above survey as provided by J.R. Baker:

Best Texas 'Zine: Feuilletonists Forum, Perelandra, Razors Edge, Lone Star Diploma .

Best Texas Con: Razor Con, Nan Con, Owl Con.

Best Texas GM: Conrad Minshall, James Early, P.J. Gaughan, Greg Ellis, Mike Conner, Stephen Wilcox.

Favorite Variant: Gunboat, Conflict III, Deviant Dip, Vacation Dip, 1939 (tie)

Best Player: Stephen Wilcox, Greg Ellis, Ron Spitzer, Dan Stafford, Kathy Byrne, James Early, Dave Frick.

Best Other 'Zine: Europa Express, Diplomacy World, Excelsior, It's a Trap (tie)

Best Other Con: DIPCON @ DRAGONFLIGHT

Best Other GM: Jim Meinel, Kevin Tighe, Dave Kleiman, Mark Lew, Bruce Linsey, Jeff Richmond.

Favorite Ally: Greg Ellis, Doug King, Paul Gardner, Rudy J. Pigall.

Best Loser: David Baker, James Early, Rocky Marino, Conrad Minshall (tie), and Paul Gardner.

Best Liar: James Early, Conrad Minshall, Ron Spitzer, Stephen Wilcox .

\*\*\*\*\*

## CONTACTING THE PUBLISHER

Please remember I work evenings and I work Saturday, so if you want to call please call on Sunday or Monday (Sundays are reserved for staff calls and Monday for subbers, etc.). If you leave a message on the machine be sure to pause before you talk and identify yourself. I've had a half-dozen calls with no names or voices I couldn't identify. ICK!

I prefer you write. It will take time for a response so be patient. I allocated one day a week for taking care of the mail. If you order something it may take up to 2 months for you to get it because I only go to the bank every couple of weeks. I hate banks and ATMs.

## DIPPY DOODLES

JR



DO I LOOK LIKE THE  
KIND OF GUY THAT  
WOULD STAB YOU FOR  
ONE SUPPLY CENTER?

RATINGS    SYSTEMS

The Dragon's Lair Number 6, Winter 1985/1986, is the most recent in a series of quarterly publications for the purpose of releasing the updates of the DragonsTooth Rating System, the Gold Crown Rating System (formally the Stand-By Rating System), and the Enamel Toad Rating System (a combination of the two). These rating systems are currently being maintained by Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston, TX 77088 (713-820-6038). Effective next issue the duties of the upkeep of the system and the publishing of TDL will be split. Pete Caughan, 3121 E. Park Row, #165, Arlington, TX 76010, will be the publisher of issue #7 and on, responsible for subs which are now set at 75¢ per copy, per issue. Inquire for details.

In the DTRS applied to the Great Powers TURKEY stayed ahead of RUSSIA but just barely. AUSTRIA was the only country to make a significant change this quarter. Unfortunately, it was a downward change that now has widened the gap between the first and last even more.

The biggest change in the Best Country listing, from last issue, is that Tom Ripper (now inactive) has been dropped from the list allowing a few people to move up a slot. Note now the difference from 1st to 2nd under Italy! In the Player Reliability Rating the top slots are held by (1) Kathy Byrne, (2) Paul Rauterberg, (3) Al Pearson, (4) Keith Sherwood, and (5/T) Doug Karnes and Ben Schilling.

/Peery: Rating systems seek to measure, using quantitative means, who the best players in the hobby, essentially a qualitative value judgment. Does the number of Wins, Draws, Survivals, Eliminations, etc. really tell us who the hobby's best players are? You decide that for yourself. In the meantime here are the top three boards from the DTRS and Dan Stafford's IPR (Influential Player Rankings) system. Stafford's system is a Calhamer type rating system which awards points (IPR's) to postal players for their wins and draws. Only those games completed in the last four years are rated./

TOP BOARD/DTRS

- 1) Dan Stafford
- 2) Mark Berch
- 3) Peter Fuchs
- 4) Phil Redmond
- 5) Jack Masters
- 6) David Lincoln
- 7) John Stewart

SECOND BOARD/DTRS

- 8) Randolph Smyth
- 9) Jim Grosch
- 10) Bill Oxner
- 11) Peter Reese
- 12) Don Swartz
- 13) Lin Foote
- 14) Fred Townsend

TOP BOARD/IPR

- 1) Dan Stafford
- 2) Dave Carter
- 3) Kathy Byrne
- 4) Russ Rusnak
- 5) Dick Martin
- 6) Blair Cusack
- 7) Don Swartz

SECOND BOARD/IPR

- 8) Bill Quinn
- 9) Paul Rauterberg
- 10) Al Pearson
- 11) Keith Sherwood
- 12) Kevin Kozlowski
- 13) Peter Fuchs
- 14) Steve Arnawoodian

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ASK LOKI

Editor's Note:

Yes, Loki is a real person, serving as the hobby's own "Ann Landers," to help out players---particularly novice players and those new to the hobby---with those questions that they just can't find answers for. If you have such a question send it to Ask Loki, in a stamped, sealed envelope, and I'll forward it. Address your letter to: Ask Loki, c/o DW, Box 8416, San Diego, CA 92102.

DUPLICITY - YES; DUPLICATION - NO

Dear Loki,

Thirteen years of diligent effort at work have finally paid off. Recently I was awarded a \$3.00 per week raise, a key to the employees restroom, and access to a copy machine. (Whew, it must be great to work for an insurance company.)

For years and years I yearned for such power. No, No, not so much the power of all that money or the key - the copy machine. You see I'm a dipnut and now can photocopy letters Great Powers send me and, as indicated, mail them to other Great Powers. At long last Europe will be in my grasp - right? My pleasure and satisfaction with all this dipstuff will markedly increase - right?

Signed,

Finally Successful

Dear Finally,

Thirteen years of arduous toil must have unhinged your brain. Yes, the money is nice, but much will be consumed in federal, state, sales, and dip taxes. Yes, the key gives you more elegant opportunities than your desk drawer or an open window. However, your contention regarding the proposed use of the copy machine demands rebuke and rebuttal.

The "Diplomacy" axiom that "anything goes" does not mean everything goes, such as simple game pleasures and the survival of your Nation. Imagine a player who just dunked into the mail box a 4 or 5 page "Masterplan" on why and how you both can bend, staple, and mutilate a bordering Great Power. The poor, exhausted slob returns home to nurse writer's cramp and spies an envelope from you in the letter box. This is great. Gleeefully and in wild anticipation your envelope is violated and then ZAPPO! From the shredded cover tumbles photocopies from the party and/or that party plus some smart remarks like "you'd better team up with me as I love you and read for yourself what that devil or those devils would do to you." The blood drains quickly from the horror filled head to be rapidly replaced with disgust, disappointment and dread at the thought of the "Masterplan" being similarly copied and employed against the author.

Think a minute. Once the shallowness of a photocopier had been demonstrated, that individual will be denied communications of significance and substance. Only a fool would write a known photocopier anything but banal, flat, commonplace letters. Of course, one who is clever could write a special letter in a contrived, false manner expecting a copy to be forwarded hither and yon. Consequently, in these ways and in many, many other ways not only will the photocopier's game suffer but the excitement, suspense, confidences, and just plain fun and simple pleasures of the habit will be dulled, muted, and otherwise diminished and/or lost. Life in "Diplomacy" or perhaps Life and "Diplomacy" were not meant to be that easy.

Naturally, duplicitously or falsely stating in a letter to another player that so and so wrote me and is going to violate your neutral zone or not support an attack, etc. etc. is commonplace, acceptable, and desirable. The attorneys in the crowd will acknowledge that stuff as hearsay evidence, and as you've not "sworn in" that claptrap is taken with two grains of salt and caveat emptor.

In summary, Loki thinks of photocopiers as a subhuman species that now and then infects Europa "Diplomacy." Fortunately, no ecologically or environmentally toxic substances need to be employed during such period infestations as the offensive things are wont to destroy themselves. And good riddance!!

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#### RATING SYSTEMS (CONTINUED)

##### THIRD BOARD/DPRS

- 15) Tim Burton
- 16) Mark Fassio
- 17) Keith Sherwood
- 18) Greg Haskew
- 19) Kevin Kozlowski
- 20) Arturo Guajardo
- 21) Andy Lischett

##### THIRD BOARD/IPR

- 15) Tom Ripper
- 16) Jim Meinel
- 17) Ron Brown, USA
- 18) Randolph Smyth
- 19) Bob Acheson
- 20) Fred Townsend
- 21) Bill Becker

/Peery: What do they mean? Well, I would guess that if someone whose name is on both of these lists turns up in a game with you at DIPCON you'd best go look for a D&D game to play; you'll probably last longer. Or, if such a person turns up in a postal game you are in you'd better start trying to put together a six member alliance; that might just give you a chance at survival.

/As I was typing up this listing I got to thinking about the various people on them that I have played FTF and PBM games with, or under as a GM, and an idea came to me. I haven't had a chance to discuss it with Kathy or Stephen so I am going to drop it on them, and you, here. People often ask me what they can write about for DW. Here's an idea for you. Go through the above two lists which, between them should contain most of the best players in the postal end of the hobby. If you have played with any of them in either PBM or FTF Diplomacy (at home, at cons, in tournaments, etc.); write me a short paragraph on that player's good points, bad points as a player. What kind of player is he or she? I'd like to put some word pictures along side these numerical lists. They can be serious or humorous but keep them short. The more people who contribute the better word picture we'll be able to construct. I'd like to have at least five different contributors for each of the people named. Since none of this will be published until after DIPCON you don't have to worry about affecting events there; not that any of you would worry, right? So, give it a shot, here's your chance to tell all you know about these top players.

Send your paragraphs to: LARRY PEERY, DIP PROFILES, Box 8416, San Diego, CA 92102, and do it by 1 July, 1986. I think it will be interesting to see what you come up with.

And, if there's someone that you think belongs on this list of 21 but isn't included send along a paragraph on why you think they should be included.....

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And don't forget! If you were a GM with a 1983/1984 Boardman Number Game Start please send Stephen the Spring 1901 moves and Winter 1901 Supply Center Chart (not just the numbers). See the complete list of games needed in DW #41.....

There were three entries in last issue's Criss Cross Puzzle as submitted by Mark Coldiron. That may not seem like many but on the other hand all three of the entries were correct and that's pretty good I think.

So, congrats to Ernest S. Haakey III, Melinda Ann Holley, and Stephen Wilcox!!! I'm printing Ernest's entry because it is the most printable. When we get a contributor's compensation fund established one of you will get a credit or somekind for your win.

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M      SEVASTOPOL      IRISHSEA
O      P      W      P      C      O      O      P
S      AE6EAN      SWEDEN      I      ON      L      U
C      G      I      N      O      E      S      A      C      N      K      I      A      L      I
O      U      N      6      RUHR      T      S      PARIS      T      E      A      N      D      A
WALES      L      W      BREST      R      D      NAPLES      E      D
F      VENICE      I      R      E      D
O      S      G      A      NORWAY      N      T      E      A
ULFOFBOTHNIA      M      N      T      I      M      B
L      C      A      W      DENMARK      I      N      O      BOHemia
Y      TYRRHENIAN      D      E      I      D      ARMENIA      L
O      A      S      R      PIEDMONT      N      O      P      L      A      H
N      C      RUMANIA      A      S      T      I      E      T      LA      M      I      V
E      E      A      E      W      TRIESTE      F      A      I      A      ER
D      I      E      S      NORTHAFRICA      SMYRNA      A      U      K      R      A      L
U      BALTICSEA      V      I      E      N      N      A      BERLIN      T      C      O      K      A
R      G      L      R      A      E      S      H      C      I      C      I
U      R      GALICIA      FINLAND      S      N      ICELAND      A
G      H      E      S      STPETERSBURG      A      E      L      R      A
E      TUSCANY      NORTHATLANTICOCEAN      N      A      L      B      A      N      I      A
U      N      I      A      D      V      SWITZERLAND      O      N      P      D      A      R      E
I      SKAGERRAKSEA      M      T      H      S      A      U      P      D      A      R      E
S      ILESIA      I      K      BARENTSSEA      E      U      R      O      P      E      L
I      C      T      S      E      O      I      A      T      U      S      A      N
V      O      N      C      A      G      E      HELGOLANDBIGHT      A
N      Y      S      I      BURGUNDY      A      BULGARIA
I      A      A      M
  
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These two  
are  
inter-  
changeable.

The quiz/contest for this issue is located in the MARITIME STRATEGY section of the magazine. I hope you enjoy it. Next time we'll have something special, a real treat from Don Del Grande, THE NORTH AMERICAN DIPLOMACY BOARD examination. If you've ever taken an SAT or PSAT you'll love this one. Look for it next time...

THE REGIONAL EDITIONS

The regional editions are the one part of DW that disappoints me. I'm not sure whether the lack of input/output there is because I haven't worked closely enough the regional editors, or because they aren't doing their job (and since I haven't really told them what their job is, I can't blame them for that), or whether the regional concept is simply too grandiose an idea given our limited numbers---or maybe there just isn't much happening on a regional level. Comments? Anyway, we do have one regional report this time, from J.R. Baker for Eastern Canada:

Eastern Canada Regional Edition

Dippers in southern Ontario might want to get in touch with Chris Greaves, Chris and Alan Stewart are in charge of a group of face-to-face players who meet about once a month to battle it out. The group usually meets on a Saturday from 1100 to 1800. Lunch is either provided or sent out for. New-comers and out-of-towners are welcome. You can reach Chris at home at (416-694-2711) or at work (416-364-5361). His address is: 13 Winston Ave., Scarborough, Ontario, CANADA M1N 1W2. Any other clubs or groups out there?

Last issue I gave a wrong address for Steve Hutton. He has now settled down and is working for IBM in Toronto. His correct address is below. Does this mean his zine will be called FIXED ADDRESS? There is a new zine out called BUFFALO STEAK TARTARE by Linda Carson and Jim Gardner. This is a very wide-ranging zine which includes discussions, records, and games in general. The cost is \$10 (Canadian) for 10 issues.

Steve Hutton  
#711, 1175 Broadview Ave.  
Toronto, Ontario  
M4K 2S9 CANADA

Dave Carter  
118 Horsham Ave.  
Willowdale, Ontario  
M2N 1Z9

Linda Carson/  
Jim Gardner  
#1, 10 Young St East  
Waterloo, Ontario  
N2J 2L3

Congratulations to Frank Easton of Toronto for winning a local Diplomacy tournament held at Toronto's Ryerson Polytechnical Institute. The convention was held January 18 of this year and included mostly D&D, but wargames and simulations were represented. Although the Diplomacy contingent was small, a win is a win!

Recently, the Toronto Diplomacy group has been playtesting Steve Swigger's new variant design. I won't give away any details because it should be highlighted in an upcoming issue of DW, but suffice it to say that it is so different that England fights Turkey and Austria attacked Germany in the playtest! Maybe it was because Dave Carter was playing Austria...

If anyone has any information they would like included in the next edition, please forward the information to me at the address below. Have a good time whatever you do...

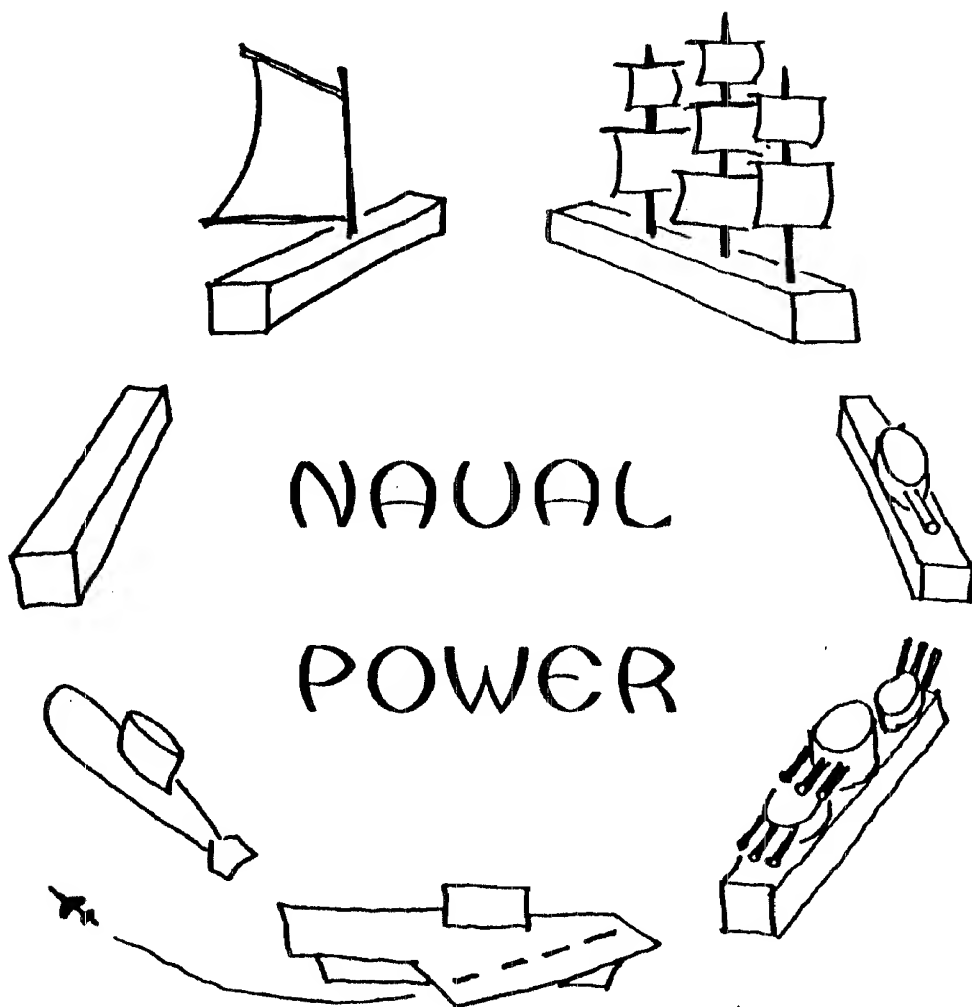
J.C. Hodgins  
Box 450  
Sharon, Ontario  
LOG 1V0

Note: If you don't put CANADA on mail to Canada, even with the address at left, you are likely to get an address correction card from the U.S.P.O. with CANADA added and the notation, "Complete address provided by..."  
Thanx CvM.

THE MARITIME STRATEGY:A SPECIAL REPORT

Contributors: J.R. Baker, Mark L. Berch, Juan Carlos Cortes,  
Ken Ecklund, J.C. Hodgins, Bob Olsen, Larry Peery, Lew Pulsipher,  
Malc Smith, R. C. Walker, Stephen Wilcox, & James Woodson.

April, 1986



## DIPLOMACY: THE MARITIME STRATEGY

by Larry Peery

Perhaps the greatest compliment I have received since I took over as DW's publisher last fall was that, when I announced the theme for this issue would be THE MARITIME STRATEGY, not one staff member wrote to tell me I was crazy or ask, "What's a maritime strategy?" (That all came later.) No, instead they all pitched in and put their arms and shoulders to the oars.

I have a confession to make. When I picked the theme, THE MARITIME STRATEGY, I was inspired by the USNI's Proceedings' selection of the same subject as the theme for their January 1986 issue. Proceedings, now in its 112th year of publication, is one of my favorite 'zines and a role model I use for DW. I figured if they could do it, so could we. Bizarre, but that's the way it happened. Besides, it gave me a perfect opening for an S&T oriented issue, something every DW publisher/editor has wanted to do once.

So what do we have? We have an issue of DW based on THE MARITIME STRATEGY. A lot of people contributed to this issue and they did a remarkable job. I'm very proud of it and of them. I don't think any staff member, even Kathy, knew what I had in mind when I picked this theme subject but each of them rallied and turned in a performance that any publisher would be proud of. A special tip of the hat to Mark Berch, our S&T Editor, who prepared much of this section.

The question, of course, is what is THE MARITIME STRATEGY? Admiral James D. Watkins, USN, the nation's top ranking sailor, says, "Naval strategy has recently received more attention than in any peacetime era since Alfred Thayer Mahan dominated the scene. This unusual prominence stems from the Navy's attempt to think through and spell out a maritime strategy within the national military strategy. ... The goal of the overall Maritime Strategy is to use maritime power, in combination with the efforts of our sister services and forces of our allies, to bring about war termination on favorable terms." General P. X. Kelley, USMC, the nation's top Marine, writes: "Marine air-ground task forces, operating with supporting battleship surface action groups, could land on the North Cape, the eastern Baltic or Black Sea coasts, in the Kuriles, or on Sakhalin Island---thereby adding a crucial measure of leverage to the successful conduct of the maritime campaign---in the final phase of the Amphibious Warfare Strategy." John Lehman, Navy Secretary, part-time naval aviator, and would be Theodore Roosevelt, writes: "Geography, alliances, and the Soviet threat combine to dictate the actual number of ships---the "size of the Navy"---required to fulfill our commitments in each of our maritime theaters. And this accounting adds up to a 600-ship Navy." Heavy stuff, real stuff, but what does it have to do with Diplomacy? Perhaps nothing and perhaps everything. I suggest you go back and reread the above quotations in terms of a Diplomacy game context instead of a national security context. You don't even have to change the names if you don't want to. The North Cape is our Norway/St. Petersburg n.c., the eastern Baltic is our Gulf of Bothnia, Livonia, and St. Petersburg s.c., and the Black Sea is still Black. Amphibious Warfare Strategy is a \$5 phrase for what we call convoys and alliances, threats, strategies, and numbers games (How many fleets does Austria need?) exist in Diplomacy just as much as they do in the Real World.

None of the above people mention what I believe to be a key point and if I were in their shoes I probably wouldn't either. I mention it because it also applies to Diplomacy and I don't recall seeing any discussion of it in any of the articles below. Maritime strategy, maritime tactics, maritime diplomacy and all the rest are all a part of the whole; individually and collectively they



HOW COME YOU NEVER  
LEARNED TO SWIM?



they will not be the decisive factor in any one's victory or defeat in a Dippy game, or a real war. However, the maritime strategy, tactics, diplomacy, etc. can be a determining factor in a Diplomacy victory or defeat. It's all in how you play the game.

So we begin with some broad scale essays: The Importance of Naval Power in Diplomacy by J.C. Hodgins The Sea Spaces by Mark Berch

Three different essays on convoys by Mark Berch, Rod Walker, and Malc Smith discuss Dippy's amphibious warfare.

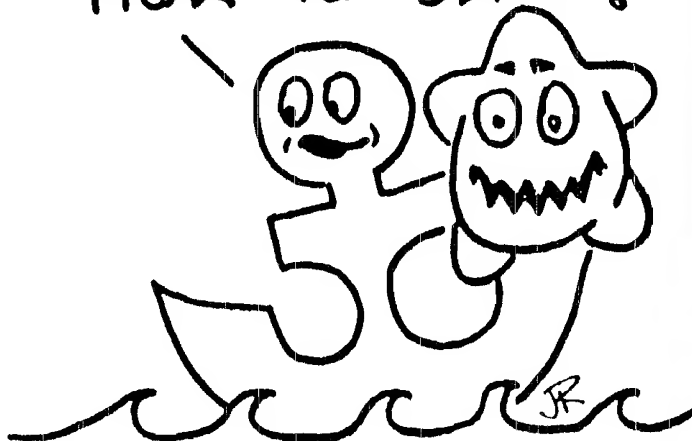
Ship counters will enjoy Stephen Wilcox's essay

on how Austria's poor fleet position directly bears on its poor rating stance.

Austria's Navy in Diplomacy is in about the same position as Russia's Navy was after The Battle of Tsu-Shima and Bob Olsen and James Woodson look at it from two very different perspectives. Edi Birsan's Lepanto Opening was one of the biggest opening gambits to ever hit the game, but Mark Berch talks about the real battle of Lepanto, an even more important event. My Treaty of Tom Sawyer Island retells an old truth in a new setting. From Disneyland to Spain is nothing in Dippydom and Juan Carlos Cortes writes about Spain, a country with more than two coasts. Our variant is called SKINNYDIPLOMACY and it isn't what you think or might wish for, with summer just ahead. Still, if you want a short fast Dip game this might be your cup of tea. Finally a quiz to see how much you've learned

A Crash Course in Naval Diplomatic History offers you history and naval wargame buffs a chance to show your stuff. By the time you get to the quotations part of the quiz I hope you'll be able to think in terms of both real world and Diplomacy maritime strategy. Who knows, perhaps the next time you look at a Russian fleet in the Barents you'll think of the Moskova, or a British fleet in the West Mediterranean you'll think of the Invincible, and did you know that France is building a nuclear-powered aircraft carrier and that if present trends continue France will soon have a bigger navy than England; and England will have a larger army on the continent than France? Times, like strategy....

I HOPE YOU KNOW  
HOW TO SWIM?



## THE IMPORTANCE OF NAVAL POWER IN DIPLOMACY

by J. C. Hodgins

A first analysis might lead players to expect that fleets would play a large part in Diplomacy simply because they represent one half of the possible types of unit in the game. Yet at the start of the game fleets are outnumbered by armies 13 to 9 (59% to 41%). England is the only country that has more fleets than armies, and Russia has an equal amount of both. All other powers have twice as many armies as fleets at the start of the campaign.

Allan Calhamer pointed out that "beginners tend to underrate the fleets"<sup>1</sup> in Diplomacy. Could it be that the preponderance of armies at the beginning leads novices to place too much emphasis on them later in the game? Could it be that experienced players have overlooked the potential of fleets?

The purpose of this article is to show that naval power can play a large role in Diplomacy, perhaps more than previously recognized. I acknowledge that most of the ideas and facts for this thesis come from Allan Calhamer's chapter in "Popular Indoor Games", and Rod Walker's "Gamer's Guide to Diplomacy."

An analysis of the game board presents some interesting facts. Of the 56 provinces on the board, 21 (37.5%) are areas upon which more fleets can bear than armies; 26 (46.4%) are provinces upon which more armies can bear than fleets; and 9 (16.1%) have equal exposure to both types of units.

If the same analysis is done on supply centers only, the ratios are slightly different. Fleets can move to 15 (44.1%) centers with more force than armies, while the provinces upon which more armies can move is only 14 (41.1%). There are 5 (14.7%) centers which have equal exposure. There are 7 (20.6%) supply centers which are totally landlocked. This leaves 27 (79.4%) centers which are open to fleets.

What do these figures mean? From a strategic point of view, there are more supply centers than not which can be attacked by fleets with more force than by armies. While the ratio is certainly not overwhelming, fleets evidently more than hold their own in this respect.

While it is true that armies can enter any province on the map (some only with naval assistance), and it is true that there are a few provinces which fleets cannot enter, it is equally true that no army can cross a water space without being convoyed. Taking this into account, it appears that fleets are a powerful force, able to cover more of the board, more effectively, than realized previously.

Not only can fleets cruise the water spaces, but they can attack 79.4% of all supply centers, 44.1% of them better than armies. Remember too that a continental army cannot reach 4 (11.8%) supply centers without naval help. For example, a German army could not invade England (or Tunis) without first being convoyed.

The idea that fleets are important is also given substance by a statement from the game's designer, Allan Calhamer, who said that "a power which gains a majority of the fleets in a water-area can usually win most of the supply centers in that water-area.<sup>2</sup> An interesting, and perhaps chilling, thought for any army worshippers.

Italy, Turkey, and France typically battle for dominance of the Mediterranean (and Austria, with restricted access, is forced to realize how important naval power can be), while England, Germany, and France (a busy player!) fight for control of the Atlantic.<sup>3</sup> Russia, with her fleets bottled up in the Baltic and Black Seas, usually ends up controlling neither Area.<sup>4</sup>

There are 13 (38.2%) supply centers in each Area which can be taken by fleets. Spain, residing in both Areas, is a special case, and therefore an important and strategic center.

Dominance of these Areas is usually attained by first getting a majority of fleets, such that any attack can be made at 2 to 1 odds. The defense is slowly broken. Key water spaces are captured and held from which attacks can be made on supply centers. It is very hard to defend Army Tunis when the enemy has fleets in the Ionian, Tyrrhenian, and Western Mediterranean!

The convoy will now be examined as a weapon with which a power can gain superiority in a tactical situation. Rod Walker has called the convoy "the most powerful move in Diplomacy."<sup>5</sup> The convoy results in, for all intents and purposes, an army move. Yet, without the fleet presence, the convoy could not take place, and the army's potential could not be fulfilled. A convoy, because of its character, has some unique abilities.

It is these factors which make the convoy such a potent move. The first is speed. An army can move through more than one space when convoyed, allowing for rapid deployment to the front lines, or quick withdrawal to protect the homeland. Quite large convoy chains can be set up with spectacular results.

The second is flexibility. A fleet can attack, support, or convoy, which keeps the enemy guessing as to its real role. Fleets are thus superb for stabs, as the same fleet which supported an ally in the Spring, can convoy an army for attack of the ex-ally behind the lines in the Fall.

The third factor is surprise. An army far from the action can suddenly appear at the front via a convoy. For example, Army London can be convoyed to Naples in one turn, surprising the enemy who never even considered its presence in his/her plan.

The fourth factor is security. A convoy is only disrupted if the convoying fleet is dislodged. Thus an army can pass through an area which is under attack with complete immunity. Should the fleet be forced to retreat, the army remains safe at its initial location (assuming it is not under a supported attack there). A convoy also means fewer units have to be shifted for an attack, with the same results. In most cases, the attacking unit must vacate the space from which it attacks. Not with the convoy. The fleet not only remains in place, it can be used to support the army in the next season. A convoy, or threat of a convoy, is a potent weapon in any Power's arsenal.

Is naval power a prerequisite for winning? To determine this we would need to analyse the finishing positions of a substantial number of games to see what part naval power played.

It must be pointed out, however, that if a player accepts that naval power is important in Diplomacy, s/he may be able to gain an advantage over opponents who overlook its possibilities, by using it to its greatest potential.

I hope that this article will bring forth a lively discussion among players concerning naval power and that in some small way it has made the game a little more fun and interesting for someone.

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<sup>1</sup>Allan B. Calhamer. "Diplomacy," POPULAR INDOOR GAMES, ed. David Pritchard. Coles Publishing Co., Ltd. Toronto, 1977, p. 36.

<sup>2</sup>Ibid. p. 36.

<sup>3</sup>For the purposes of this article, the Atlantic consists of water areas north of Gibraltar and the Mediterranean those east of Gibraltar.

<sup>4</sup>From Mark Berch, "The only minor point I'll make concerns J.C.'s passing reference to Russian fleets being bottled up in the Baltic. In my experience, which of course is different than J.C.'s, this is a very rare occurrence. The Baltic is rather porous (fleets can leave via Denmark, Sweden, or Kiel, and Russia can bypass the problem by building in St. Petersburg (north coast). From Larry Peery: Times change. If current trends and policies continue among the NATO powers we will soon have an England with an army on the Rhine and no fleet in the Channel and a France with a fleet of nuclear submarines equipped with missiles and a nuclear powered aircraft or two to defend her overseas ex-empire!

<sup>5</sup>Rod Walker. THE GAMER'S GUIDE TO DIPLOMACY. The Avalon Hill Game Co., Baltimore, 2nd edition, 1979, p. 8.

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#### THE ONE THAT GOT AWAY

One thing I've learned in publishing XENOGOGIC and DIPLOMACY WORLD over the years. No matter how hard you try to plan and coordinate there is always one article that you desperately want that doesn't get written or doesn't get in on time for inclusion in the issue. There was such an article this issue. I asked Rod Walker to do a piece of fiction for this issue because I thought it needed something lighter than the heavy S&T stuff. Rod kicked around the idea and came up with a Diplomacy scenario featuring C.S. Forester's classic naval character, Horatio Hornblower. I can't tell you all the details because I don't know them. Rod said he was going to ask Kevin Tighe to take the idea and work it up for a story. I don't know if he ever asked or if Kevin ever did. I heard nothing. Being an old Hornblower fan myself I did a bit of research. In fact I spent a whole afternoon talking to bookstores trying to track down the various Hornblower books. It was a fascinating search and I learned alot. I was offered everything from cheap paperbacks, to expensive paperbacks, to book club editions, to first editions, to a two volume set of all the Hornblower stories, to a \$600 1880s set of the works of a real R.N. Captain who, it is said, inspired the C.S. Forester stories. I never did get around to writing my own version of this Diplomacy scenario with Hornblower but if anybody does...send it along.....

## THE SEA SPACES

by Mark L. Berch

Not much has been written about the map per se. What little there has been generally concerns how the map fails to conform to reality ("map errors"), or takes the form of a map quiz. So far as I could find, no one has written about the sea spaces themselves. Thus, the categories and labels used in this essay are my invention.

Sea provinces are all alike in a few respects. None of them are supply centers, and only fleets can go to them. But they differ in much more important ways. There are several different ways to sort them out. I believe the most useful way is to look at the number of other sea spaces attached. This gives us five categories:

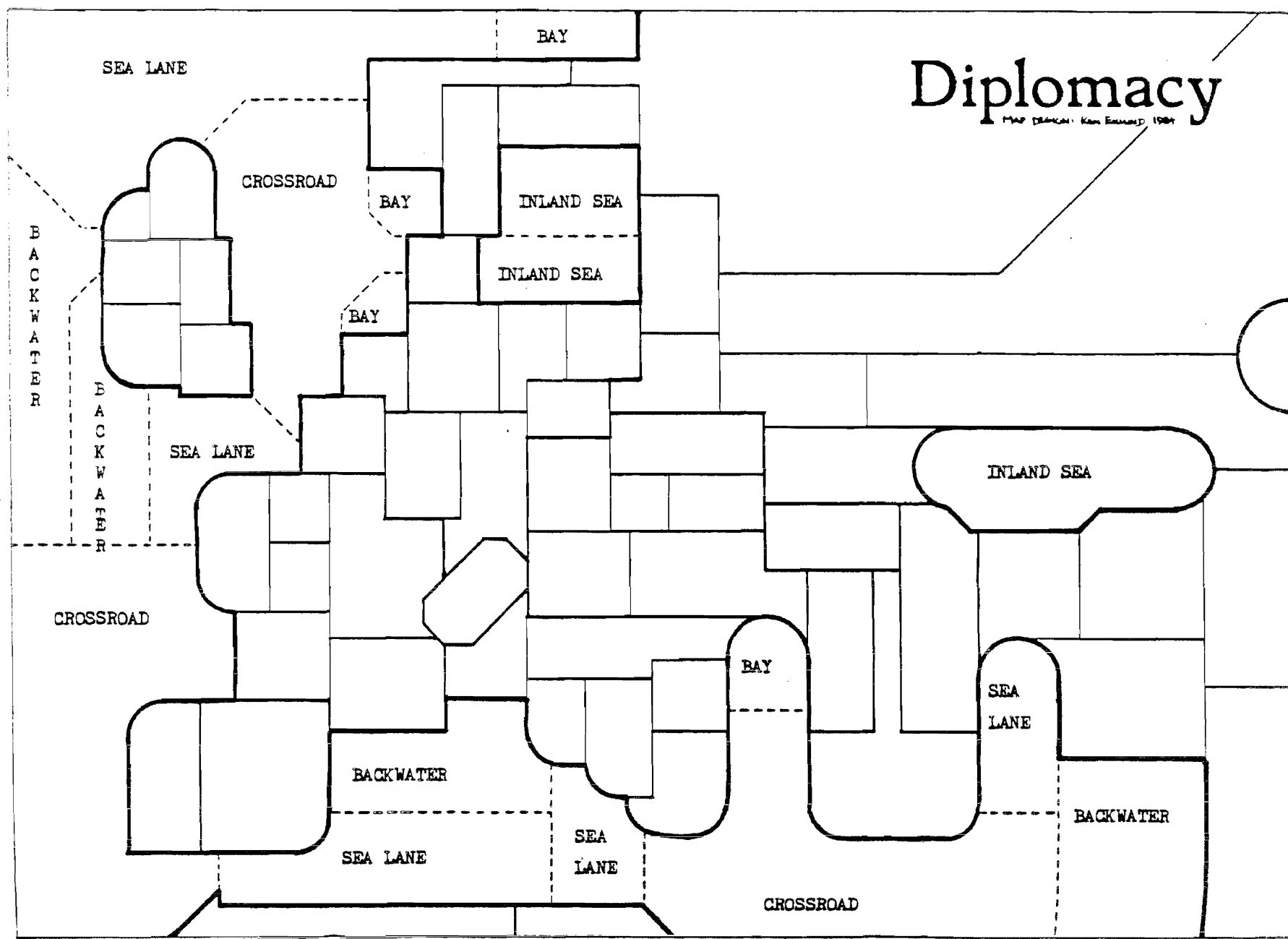
1. The Crossroads Provinces: North Sea, Mid Atlantic Ocean, Ionian Sea. These are attached to 4 other bodies of water. They have a number of other things in common. They are, for their respective countries (England, France, and Italy) the most important sea province (although for Italy it is a fairly close call). Each borders at least one home center and at least two neutrals. These are also by far the three most important sea spaces for forming stalemate lines. Perhaps the most important thing these three have in common is a little-noticed aspect: They can be extremely difficult areas to by-pass. Suppose you want to go Fleet East Mediterranean-Tyrrhenian? The direct route (East Med-Ionian-Tyrrhenian) will take one year. By-passing the Ionian requires the move East Med-Aegean-Greece-Albania-Adriatic-Apulia-Naples-Tyrrhenian, a trip of three and one-half years. The West Mediterranean-North Atlantic trip is even longer. Of these three, North Sea is certainly primus inter pares. It is the truest crossroads because none of the adjacent bodies of water are connected to each other. And it is adjacent to 6 supply centers, more than any other space on the board.

2. The Inland Seas: Black Sea, Baltic/Gulf of Bothnia. You may scowl at my lumping those two spaces together. But in fact, the Black Sea and Bothnia/Baltic have a lot more in common than their not bordering any other sea spaces. Each borders exactly 5 supply centers: one Russian home supply center, 2 home supply centers of Russia's neighbor (one bordering only on the inland sea, the other having another outlet), and 2 neutrals (one usually falling to Russia, one almost always going to Russia's neighbor). Both empty from the south, although the Baltic has more exists. I think the reason that the northern one was divided in two was that Russia and Germany already have an area for Spring 1901 conflict (the Polish corridor) and do not need a second one. Germany must be a largely western power, and a Russian fleet Baltic in Spring 1901 would be too much of a distraction.

3. The Sea Lanes: Norwegian Sea, English Channel, Western Mediterranean, Tyrrhenian Sea, and the Aegean. Here and in the next category, the strict correspondence with the number of sea neighbors breaks down some. These are adjacent to 3 other sea spaces. The exception here is the Aegean. I have included it for two reasons. First, there is a significant amount of traffic to and from the Black Sea, albeit via Constantinople. Nearly all of it goes via the Aegean (as opposed to the East Mediterranean). Second, the Aegean is adjacent to 4 supply centers, which is out of character for a backwater. Although none of these

# Diplomacy

MAP DESIGN: Ken Edwards, 1984



individually is as important as any of the crossroads, collectively, they are almost as important (note that there are five of them). These are the scenes of the great pitched naval battles. These provinces change hands much more frequently than do the crossroads. Although they can be by-passed without a great deal of difficulty (only Norwegian Sea has a board edge), they are worth possessing because each borders on 2 supply centers or more. And just as important, they flank the crossroads. Every crossroads has two sea lanes in non-adjacent positions. Collectively, they border all of the sea spaces except for the inland seas and three of the bays. They link the crossroads to each other, and in a real sense, they are the glue that holds the sea provinces together.

4. The Backwaters: Gulf of Lyon, Eastern Mediterranean, North Atlantic Ocean, and Irish Sea. These are connected to two other sea spaces, but there are two exceptions: Irish Sea and North Atlantic. I've included them here for two main reasons. They only border on one supply center (the same one in fact). There is so little traffic directly between them (in either direction) that effectively, they have about two neighbors, not three. Stalemate lines tend to by-pass them. They, like the Gulf of Lyon and East Mediterranean, don't have anything approaching the importance of the Sea Lanes. These 4 provinces are easily and frequently by-passed. While they do have some importance, that tends to be local. The Gulf of Lyon, bordering two supply centers, is perhaps the most important of the lot, especially in relations between France and Italy. But even Gulf of Lyon is handicapped by not being adjacent to a crossroads. These have so few connections to other sea spaces that their relationship to the land is more important. Thus, East Mediterranean gives Italy an alternate access to Turkey; North Atlantic/Irish Sea are Frances best route to the first English home supply center, etc. Still, they are backwaters. A game can go for several years without a battle to control any of them --- or indeed, any of them ever being occupied.

5. The Bays: Barents, Skagerrak, Helgoland Bight, and Adriatic. Some of what applies to the backwaters applies with even greater emphasis to the bays. These are connected to only one other body of water (reducing their importance there), but they are well connected to supply centers, much more so than backwaters. Of these, Barents is clearly the least essential. It's the only one not connected to a cross-road province, and it's connected to only two land provinces. The odd thing about the bays is that three of the 4 of them are not connected to any land non-supply center. The only other sea space on the board like that is the Aegean. My guess is that the Adriatic, Helgoland Bight, and Skagerrak were created to keep the scope of the crossroads province from getting out of hand. In the case of the Adriatic and Helgoland Bight, it prevents an early clash for control of the crossroads. The Barents Sea is clearly needed to prevent an English attack on St. Petersburg in Fall 1901, and tends to slow the English attack on Russia throughout the game. Because of their generally lower strategic value, these spaces (and to a lesser extent, the backwaters) are often retreat spaces, entered not so much for themselves, but because the fleet has lost control of a more desirable body of water. At the same time, the bays, except perhaps for the Adriatic, tend to be death traps for fleets. The major power, having secured the crossroads or sea lane, corners the enemy fleet there, and can wipe it out with 3 or even just 2 units.

This is not the only way to categorize the sea spaces. You could classify them by the number of supply centers they adjoin, or their total number of neighbors. Alternatively, you could take a strategical approach. You could

look at how frequently the space is occupied. You could look at how frequently attacks are launched from, or defenses mounted from, the space. Or you could look at how frequently the space itself is attacked. You could calculate average residency time (to see if fleets tended to stay put, or pass through). Any of those methods might end up grouping the spaces somewhat differently.

But that would be too much like work.

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#### FOR THE MIND, THE EYES, AND THE EARS

Although this special issue of DW devoted to the maritime strategy is the largest such effort in DW's history, it is still just a beginning effort towards exploring this fascinating subject. Here are some further suggestions for your reading:

- Bowen, F.C. The Sea: Its History and Romance (2 vols., London, 1925).  
 Clowes, W.L. The Royal Navy: A History (5 vols., London, 1897-1903).  
 Dyer, Gwynne. War (New York, 1985).  
 Fuller, J.F.C. The Decisive Battles of the Western World (3 vols., London, 1955).  
 Grenfell, R. The Art of the Admiral (London, 1937).  
 Heintz, Jr. R. Dictionary of Military and Naval Quotations (Baltimore, 1966).  
 Kemp, P. History of the Royal Navy (London, 1969).  
 Marder, A.J. From the Dreadnought to Scapa Flow (5 vols., London, 1961-1970).  
 Morison, S.E. History of United States Naval Operations in World War II (15 vols., Boston, 1948-1962).  
 Roskill, S.W. The Strategy of Sea Power (London, 1962).  
 Roskill, S.W. The Navy At War (London, 1960).

In addition to these written works the libraries of the world are filled with biographies, autobiographies, memoirs and histories of wars and individual sea battles; all of which may teach you something about how the maritime strategy may apply to Diplomacy. In addition, the publications of the US Naval Institute Press, both its journal Proceedings and its many books, are treasure houses of naval related strategic, tactical, diplomatic, and historical lore. Finally, many articles devoted to maritime and naval subjects have appeared in past issues of DIPLOMACY WORLD. They are listed in the IMDW.

A sound knowledge of maritime matters is based on more than sight. It is also based on sound. Many composers and musicians have used maritime themes in their work. From the classic recordings of sea chanties, to the soundtracks of films like Windjammer and the television series Victory At Sea, to Vaughn Williams A Sea Symphony, and even, I suppose, the Village People's In the Navy, music provides a further means of insight into the maritime

But perhaps it was Mr. Handel who put it best. This transplanted German in England who gave us both the Water Music and the Royal Fireworks Music, said it all.



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## TO CONVOY OR NOT TO CONVOY: IS THAT A QUESTION?

By Mark L. Berch

The judicious use of the convoy is one of the ways the expert player can be distinguished from the average one. The convoyed attack is a powerful tool with some very heavy benefits, in addition to being a lot of fun:

1. Rapid exposure of inland centers. To the Russian, an opponent's Army Denmark and Fleet Baltic might not seem to be a threat to Warsaw and Moscow. But after Fleet Baltic Convoy Army Denmark-Livonia, things will look very different! This is a case of pure synergism between army and fleet; Neither alone could possibly threaten those centers, but together they can. Similarly, Fleet Mid Atlantic Convoy Army North Africa-Gascony suddenly endangers Paris, Marseilles, and Burgundy; and there are others which have caught defenders napping. Moves like these give the convoyed army such range that the enemy may have to drop everything else to guard against them.

2. Speed. The convoy moves pieces great distances. To move an army overland from Sweden to Prussia would take four seasons; by convoy, only one. Multifleet convoys extend the range. England can build Army London, and with just Fleet English and Fleet Mid Atlantic, the army is in North Africa, to attack Tunis that fall. Multifleet convoys tend to be more important in the latter half of the game, when navies are larger, and the front line is far away from where armies are built. Players cannot afford the time it takes to move the armies one province at a time.

3. Substitution of an army for a fleet. Suppose it is Winter 1901, and you have Fleet Naples, Fleet Ionian, Army Tunis, and Army Venice---a common case. You plan a supported attack on Greece or Trieste in the fall. Fleet Ionian-Albania, Fleet Naples-Ionian will do the job, but suppose you'd like to send a fleet west as well? Fleet Ionian Convoy Army Tunis-Albania takes care of your Balkan duties; while Fleet Naples-Tyrrhenian prepares to move west.

4. Flexibility and surprise. The convoy is yet another option for the fleet, giving you more choices than just attack and support. This provides you with a better chance of surprising the defender with an unexpected choice. Moreover, because of the larger territory covered by sea spaces, convoyed attacks can be developed very quickly. Italy may be poised to attack France with Army Piedmont, Fleet Gulf of Lyon, and Fleet Tyrrhenian. But a sudden shift of Army Piedmont-Tuscany, Fleet Gulf of Lyon-Tyrrhenian, Fleet Tyrrhenian-Ionian means the army is Balkan bound. With a similar quick shift, France can move from an attack on Italy to one on England. England can redeploy an army in Scandinavia against Germany or France. An inexperienced player may not even have considered a convoy choice, such as Fleet Gulf of Lyon Convoy Army Spain-Tuscany, which has caught defenders with their pants down in more than one game.

5. Security. The convoy allows a player to attack from a space without having to give up control of it. Thus, Fleet Tyrrhenian Convoy Army Rome-Tunis will shut out Fleet Gulf of Lyon-Tyrrhenian, allowing you to retain control. It will thwart a "moving defense." For example, suppose your Fleet Ionian, Fleet East Mediterranean, and Army Smyrna faced Fleet Naples, and you wanted to take Tunis in two seasons. If you move Fleet East Mediterranean-Ionian, Fleet Ionian-Apulia or Tyrrhenian he can spoil your plans with the moving defense of Fleet Naples-Ionian. But drop a convoy of Fleet East Mediterranean and Fleet Ionian Convoy Army Smyrna-Apulia on him, and this defense won't work. He'll have to

resort to the much riskier Fleet Naples-Apulia, and not the safe Fleet Naples-Ionian.

If the attack on the convoying fleet is coming from the space you are convoying to, the "convoy advantage" will allow your attack to proceed at "even" ---or unfavorable---odds. For example, Spring 1913 in 1979 AC had the following:

Turkey: Fleet Aegean and Fleet Ionian Convoy Army Smyrna-Naples, Fleet Apulia Support Army Smyrna-Naples, Army Smyrna-Naples, Fleet East Mediterranean-Support Fleet Ionian.

France: Fleet Tunis Supports Fleet Naples-Ionian, Fleet Naples-Ionian/annihilated/.

Note that the attack on Fleet Ionian is nullified by the support given to Fleet Ionian by Fleet East Mediterranean. Thus, the attack on Naples succeeds with just one support, despite the fact that the attack in the "opposite direction" (somewhat) was also with one support. And finally, the convoying fleet can provide support for the just landed army in the following season if you fear an immediate attempt to dislodge.

6. Strengthening the self-standoff. Suppose you have Army North Africa, Fleet Mid Atlantic, and Army Paris. The enemy has Army Picardy, Fleet Irish Sea. You want to guard Brest, but keep it open for a build. That calls for a self-standoff, which the enemy might foil by supporting one of the moves with his Army Picardy. He can support Army Paris-Brest, but if he wants to support the other end, he has to guess whether you'll go Fleet Mid Atlantic-Brest, or Fleet Mid Atlantic Convoy Army North Africa-Brest. Moreover, if you choose the convoy, he can't use the tactic of supporting Fleet Mid Atlantic-Brest, and then slipping in behind with the Fleet Irish-Mid Atlantic. Even if he correctly guesses with Army Picardy Support Army North Africa-Brest, Fleet Irish-Mid Atlantic will be shut out.

7. Survival. And don't forget, even if the fleet involved in the convoy is dislodged and forced to retreat, the army to be convoyed survives intact to fight another day.

But it's all too easy to get carried away with this, merrily criss-crossing the board with your nifty convoys while some unimaginative character bulldozes forward and wins the game. So let's have a doleful look at some of the drawbacks:

1. It ties up extra units. Even an unsupported convoy takes two pieces. A long, unsuccessful convoy is a terrible waste of resources. In general, the longer the convoy, the more confident you should be of success before you try it. But even a successful convoy can delay the development of your fleets. In 1972CR, Beyerlein convoyed Army Convoy-Spain. The onlookers in this demo game were impressed, but at least 2 of the fleets never made it to the front.

2. Inactive Pieces. The army may have to wait until the fleet is in position, or vice versa. For multi-fleet convoys, some may have to wait, with little to do, while the last one gets into place.

3. Security can be risked. A fleet that convoys to save an army time might have supported another unit which needed some help.

4. A convoyed attack does not cut support if a convoying fleet is dislodged. In an ordinary attack, the support is cut regardless of what else happens. Thus, the convoy is an extremely powerful tool, giving you important options and complicating the defenders tasks. But it is also subject to serious drawbacks which must be taken into account in some situation

## THE LONG HAUL

by R. C. Walker

The "convoy" order is perhaps the single most interesting technical aspect of Diplomacy. It is, for instance, the single most frequent cause of potential and actual rulings difficulties for players and gamesmasters...and enough ink has already been spilled on that topic in these pages, so we'll avoid it like the plague here.

The convoy---although we can argue it's not used to its fullest possible potential---is a key element to speeding up the game, plus increasing its excitement and interest. You can do all sorts of bold and sneaky things with convoys. But in Diplomacy it wasn't always so.

In its very earliest incarnation (1958), Diplomacy had no convoys. Armies instead rode piggyback on fleets, proceeding at the one-space-a-season rate at which everything else moves in the game. Since there were several more sea (and land) spaces in that version, you can imagine how much slower (and therefore less interesting, perhaps) the game was when it was first being played. Anyone who is interested in that original version of Diplomacy will find the map & rules included in my book, The Gamer's Guide to Diplomacy (available from Avalon Hill for \$4.50 + 10% postage and handling). A modern version of the "piggyback" idea also exists in Fred Davis' "Army-Fleet Module," available from the North American Variant Bank, of which Fred is the present custodian (1427 Clairidge Rd., Baltimore MD 21207). If you're interested in seeing how a Diplomacy game would go without convoys, you might look these versions up.

The 1958 version of the game was replaced quickly enough; in 1959 a new edition was introduced, having 6 fewer sea spaces (and 13 fewer land spaces) than its predecessor, plus new rules introducing convoys...virtually the game we play today. We have had convoys (for better or worse) ever since, faster game, ruling problems, and all.

As you know, the convoy allows a quick shuttle of an army from coastal province to coastal provinces, not infrequently over a long distance. This of course brings up the perennial argument among Diplomacy aficionados y aficionadas regarding that old bugaboo, "realism." If fleets (as well as armies) must crawl along at one space per season, it's argued, how can it be realistic for an army to skip along a string of fleets which can extend over as many as 9 spaces? This argument often leads to a preference for some sort of "piggyback" arrangement. This seems to be one of those instances (all too common in wargaming) in which exaggerated concern for "realism" is the altar on which playability is sacrificed. The convoy (for all its occasional rules-interpretation problems) makes for a much better game.

In any event, it could be counter-argued that the rule is "realistic." Each "season" in Diplomacy, after all, represents a campaign of some months' duration. The actual move of a unit from one space to another takes very little time, probably; most of the elapsed time would be spent in pulling up stakes and getting all that manpower organized to move, and then (if the move is successful) getting settled into the new area of occupation. An army being convoyed has to do these same tasks, its actual movement consisting of sailing through

friendly and protected seas to its destination...an actual elapsed time which is still a small fraction of the months-long campaigning season. "Realism," obviously, can cut both ways in discussions about Diplomacy.

Really, the prime factor in the convoy is not how "realistic" it is, but how useful it is. There are circumstances, furthermore, in which that usefulness might be overlooked. I've seen players use a convoyed attack in an attempt to gain a supply center, but somehow miss the opportunity to put an army in a strategic location which doesn't have that all-important dot. It's good to bear in mind that landing an army in a non-supply center province can often yield great strategic gains. Such an army may be able to get in behind enemy lines, or threaten several supply centers at once. Either is a good position to be in. A quick glance at the board will show you how strategically located some of these coastal provinces are. I won't name all of them, but here are some of the most frequently used in games I've seen: Livonia in Russia; Yorkshire or Wales in England; Gascony in France; Apulia in Italy; Albania; Syria in Turkey. On offense you should always consider convoys to these and similar places; on defense, you should always consider whether your opponent can do you in by getting an army into such a province.

No general survey of convoys (and boy, is this general!!) would be complete without at least a quick mention of one use of the order which its inventor didn't initially consider: the symbolic act! I'm told this isn't as popular nor as much-used as it was in the early days of the hobby. However, once upon a time, a convoy was often used to symbolized the victory of a two-way alliance. Specifically, this was the longest haul of all, the convoy of an army from St. Petersburg to Syria (or vice versa, sometimes, if this didn't significantly affect the supply center count). It was a symbol of the unbreaking alliance of the two, and their absolute mastery of the board. This convoy would extend over 8 or 9 spaces, depending on whether the route ran through the North Atlantic or North Sea-English Channel. However, a truly redundant route could be constructed through Barents-Norwegian-North Sea-English Channel-Irish Sea-North Atlantic-Mid Atlantic-West Mediterranean-Gulf of Lyon-Tyrrhenian Sea-Ionian Sea-Aegean Sea-East Mediterranean, a stunning 13 spaces! Now, that is truly a LONG haul!

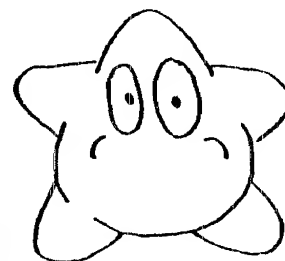
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DIPPY DOODLES

JR



THIS WILL KNOCK  
THAT SILLY SMILE  
OFF YOUR FACE!



Much has been talked about Convoy Paradoxes over the years. But most of the discussions have been about the theoretical possibility of their occurrences, as in Richard Sharp's excellent book *The Game of Diplomacy* (pp33-34). But for the first time in my life I was actually faced with the daunting prospect of being a GM in one of the games at MidCon '85 where this actually happened.

In this game (Game IV - Sunday), Italy was on his last legs. He was being swamped by Turkey and Austria. It was the Autumn move and Italy knew that if he lost Rome he would be out of the game. His other supply centre had fallen in the spring and so he was on the verge of finishing the game early.

He knew that Austria and Turkey would do the following:

AUSTRIA A(Tus)-Rom, A(Ven) S A(Tus)-Rom  
TURKEY F(ION)-TYS, F(Map) S F(ION)-TYS

So after thinking about his desperate plight he approached me with a rule query. What would happen, he asked, if he ordered:

ITALY F(TYS) C AUSTRIAN A(Tus)-Rom  
A(Rom) stands.

What he wanted to do was to bring in the convoy paradox to save his situation.

As the GM I had to work out this particular tangle, not only had I to resolve the situation, but it had to be done within the 20 minute deadline period allowed so that the game wouldn't drop behind the others.

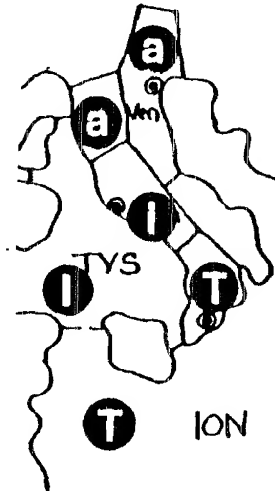
The argument was whether the convoy as ordered by Italy would be attempted and then disrupted due to the inevitable Turkish attack. As students of the Convoy Paradox (see M0003) know there are always two ways of looking at the situation. Let us examine both arguments.

#### Argument One

This is the simplest argument to put forward. The Austrian attack succeeds because there is an alternative land route that would be available into Rome from Tuscany, regardless of whether the Fleet in the Tyrrhenian Sea was dislodged or not. Austria could claim that this was the attack that he had "in mind" at the time.

#### Argument Two

This is the argument that would be proposed by Italy. Because the game of Diplomacy is such that it doesn't mention in the Rulebook about attacks, moves, or whatever should succeed, because of the 'spirit in



which they are intended'. A parallelism could be brought in here. Consider the following example:

ENGLAND A(Yor)-Nor, F(NTH) C A(Yor)-Nor, F(NWY) stands  
GERMANY F(ENG)-NTH, F(SKA) S F(ENG)-NTH

This example is clear cut, I believe. England ordered the convoy from Yorkshire to Norway via the North Sea, and it was disrupted. I don't think that any GM would have difficulty judging that the convoy was disrupted and the Army would have to remain in Yorkshire, even though a convoy route was available via the Fleet in the Norwegian Sea.

To go one stage further, look at the following:

ENGLAND A(Yor)-Edi, F(NTH) C A(Yor)-Edi  
FRANCE F(ENG)-NTH, F(Bul) S F(ENG)-NTH

Again the Fleet gets dislodged, and the Army can't make it to Edinburgh by the convoy. So far, so good. But has England a claim in that the Army move does succeed because an available land route was open to him. After all, the move A(Yor)-Edi is a normal Army movement, he may add. What does the rulebook say on this matter?

### XII. THE CONVOY ORDER

2. **DISRUPTING A CONVOY.** If a Fleet ordered to convoy is dislodged during the move, the Army to be convoyed remains in its original province and has no effect on the province to which it was ordered.

3. **AMBIGUOUS CONVOY ROUTES.** If the orders as written permit more than one route by which the convoyed Army could proceed from its source to its destination, the order is not void on account of this ambiguity; but if any of the possible routes are destroyed by dislodgement of a Fleet, the Army may not move.

It seems clear from the above rules that the Army does not succeed as one of the possible routes has failed due to the Fleet in the North Sea being disrupted. Rule XII.3 states that quite clearly.

But back to our particular problem which occurred at MidCon this year. Can it be argued that Italy provided the Austrian Tuscany Army with an alternative route, which was then disrupted, and then by the same ruling the move A(Tus)-Rom must fail?

Aha, says Austria, I never intended for the convoy to take place, and it wasn't in the 'sprit in which the move was intended'.

Personally, I believe that I actually committed a GMing error, in not failing the Austrian order. What would you have done if you were the GM in my place, I'd be interested to hear?

## FLEETS - THE REASON FOR THEIR RANK

by Stephen Wilcox

Each issue of DIPLOMACY WORLD, we show you the current ranking of the countries according to the DragonsTooth Rating System. What we never tell you is why England is always at the top, why Russia always has the most wins, and why Austria is always at the bottom. The answer: Fleets. Below is a brief Country by Country correlation of fleets to ratings.

- #1 ENGLAND: By far the most versatile when it comes to fleet movement. One of three Countries that can build three fleets in one season, but the only one that has an option of which direction to send them out to Sea.
- #2 FRANCE: Though it can only build two fleets at a time, it has the ability to quickly send them both in either of two directions.
- #3 TURKEY: Able to build up to three fleets. Fleet movement is much less restricted than the army movement. Armies must leave Turkey in single file through Constantinople or Armenia, unless convoyed by a fleet.
- #4 RUSSIA: Has the distinction of the most wins because of its ability to build fleets in two different areas of the board.
- #5 GERMANY: Can build two fleets at a time, but one must come into play trapped in the Baltic/Bothnia area. If it is to escape that it must fight the fleet-rich Country of England to do so.
- #6 ITALY: In my opinion, the Country that has the most potential of increasing its spot in the rankings. Can build three fleets in one season. The biggest draw back is that with those fleets it must attack either France or Turkey, both of which have strong defensive positions.
- #7 AUSTRIA: Is now and will forever hold the bottom spot because of having only one center to build a fleet. That coupled with the fact it is adjacent to an Italian home center makes fleet builds rare.

SUMMARY: The success or failure of each Country as expressed in the ratings is directly proportional to that Country's ability to build and maneuver fleets. Both armies and fleets can move, support, and hold. Only fleets have the ability to convoy. Therefore, if you can master the how, when, and why of convoying, you will be taking full advantage of the most versatile unit on the board - the fleet.

### THE AUSTRIAN NAVY

Austria's potential as a naval power has always fascinated Diplomacy players, and writers about the game. Perhaps the leading expert on this subject is Randolph Smyth, the publisher of FOL SI FIE, who contributed an article entitled, "The Austrian Navy: A Viable Alternative," to DIPLOMACY WORLD #16. The same article appeared in FOL SI FIE #79 and was later reprinted in VOICE OF DOOM #100.

This issue we present an alternative view of the same subject by Bob Olsen, last year's Don Miller Memorial Award recipient, along with some comments on that article by Mark Berch, our own S&T editor.

And to round out our Austrian Navy report we'll have a look at the real historical event that was the Battle of Lepanto, contributed by Mark Berch with some further comments by Larry Peery.

Finally, by way of contrast, we present a reminiscence by James Woodson of his 1983 Grand Prize victory at PEERICON III, a victory by an Austria that ended the game with 18 units, all armies!

### THE AUSTRIAN NAVY: ANOTHER ALTERNATIVE

by Bob Olsen

Superficially, the whole idea of an Austrian naval strategy seems silly. Austria has only one coastal supply center, Trieste, which is a year away from the nearest important sea space (the Ionian Sea). Worse, Trieste is directly adjacent to an Italian home supply center. The opportunities for building fleets couldn't be much worse, and yet...a well-managed navy can make all the difference between ultimate success and failure for Austria.

It must be understood that no matter how much emphasis the Austrian wants to put on his navy, this can only be a secondary concern: the first concern must always be security and survival. Which means that in order to get anywhere the Austrian must create favorable diplomatic conditions. Russia is a good place to start. A Russian invasion of Galicia is going to screw things up completely and must be prevented. More, a good solid alliance with Russia is a necessity; since otherwise building fleets, which can't defend the homeland against Russia, is suicidal.

To pursue a naval strategy, Austria must make sure above all that Trieste remains in Austrian hands at all times, and is open for a build as often as possible. The obvious, crude and ham-handed way of doing this is to attack Italy, capture Venice, and make sure that nobody ever gets anywhere near Trieste. But this points Austria's forces in the wrong direction, and gains against Italy will be slow in coming. Better is a strong diplomatic effort, including some adroit trans-board troublemaking.



The diplomatic climate Austria wants to create here is something like this: Austria makes a firm neutrality pact---at least---with Russia; she also agrees to ally with Italy against the Turks, while keeping contact with the Sultan. Normally, Italy's fleets would carry the action to Turkey, but what if something unfortunate happened in the west...say, a French presence in the western Mediterranean? Then it would only be reasonable for Austria to regretfully seek the Italian's permission to build a fleet or two, so the Austrians can counter the Turkish menace while Italy is fighting the treacherous, snail-eating Frogs. (Never mind if Austria's the one who got the French stirred up in the first place...). Once a second fleet, or even more, is built, then Austria has the option of actually carrying through against the Turks, or just jumping on Italy, either convoying across the Adriatic or forcing the Ionian. The latter is quicker, but either should result in the elimination of a rival for control of the Mediterranean.

Once that second Austrian fleet is built, interesting things start to happen. Austria's diplomatic position is both helped and hurt. Hurt, because somebody---maybe more than one somebody---isn't going to like it one bit, and will see the Austrian navy as the menace it is. But Austria's diplomatic position is also helped, because a two-fleet Austrian navy can tip the balance of power between Italy and Turkey---thus, Austria can take her pick of allies (presumably the one who is yelling less loudly about that fleet build!).

Over the long haul, developing the Austrian navy can only help Austria's chances for victory---always assuming that Russia remains friendly or otherwise occupied (again, Austria can help herself with still more troublemaking in her diplomacy with England or Germany...). Keeping a strong deployment of armies must be Austria's first concern, but every fleet built gives that many more options in regard to Italy and Turkey...and everybody else as well. After all the country with the widest range of options has the best chance for conducting successful diplomacy...and DIPLOMACY is the name of the game.

And here's Mark's comments:

Bob denegrates the idea of Italy as first victim, flatly calling it the "wrong direction," but I disagree. The Austrian naval strategy is perfectly consistent with either Italy or Austria as a first victim, and which to use will depend on the diplomatic set-up and the personalities involved. If Russia and Turkey are very eager to go to war, or you just don't think you can work with the Italian player; then you can post one or two units in the east, and then go to work on Italy.

Bob somewhat contradicts himself by saying first that "a good solid alliance with Russia is a necessity" but later scaling that back to "Austria wants a firm neutrality pact." The latter is accurate; what Austria really wants is a northern campaign for Russia; which he can encourage by pursuing the naval strategy.

If Austria wants to win, he must also plan for a third victim, since swallowing Turkey and Italy will give him only 14 centers. If the Mid Atlantic can be taken, then Marseilles, Spain, and Portugal will give him 17, and perhaps Brest for 18. Otherwise, armies will have to be built.

Finally, some openings should be mentioned. The standard Fleet Trieste-Albania-Greece can be used, although you may have problems getting that fleet into the water in Spring 1902. If Italy is to be attacked, Fleet Trieste-Adriatic is a fast start. If you're sure Italy will take Tunis, send your armies to take Serbia and/or Greece, plus Fleet Albania-Ionian. This will give you a lot

of flexibility in 1902.

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# AUSTRIA'S WIN WITHOUT A FLEETING CHANCE

By James Woodson, Ensign, USN  
as told to Larry Peery

We've talked about Austria's naval potential and, I suppose, it's a classic case of making a mountain out of a molehill. Still, it is a possibility. The other side of the coin also deserves an examination. So let's look at a real FTF game won by the then newly commissioned Ensign James Woodson, USN.

It was a PEERICON, or perhaps a BEETHOVENCON---I forget which---a few years ago. James was lucky enough to draw Austria as his country assignment and naturally that evoked gales of laughter among the players in the game.

Winter 1900 was the usual: reams of lies and lies. Spring and Fall 1901 were typical. James built a fleet in Trieste in Winter 1901, along with an army in Vienna as I recall.

And then it began.

The game went on and on because games at PEERICONS and BEETHOVENCONS always do. There are no time constraints per se. If a game takes 15 game years or 15 hours to complete, so be it. James did well, slowly at first and then with an increasing momentum that became a flood of ketchup on the game board. First he stabbed his friends and then he stabbed his enemies. But one thing stood out as the game progressed, James wasn't using many fleets.

I knew James was getting serious when he came to me after five or six hours of play and said, "Do you have another Dippy game? We need another set of pieces. Naturally, I was curious but not alarmed. Every competent Dippy host always has at least seven Diplomacy sets on hand. So I found him another set and went about my hosting duties. Hours passed.

Then James tracked me down again and said, "Do you have another Dippy set? We need more pieces." Well, by now I was down to my plastic pieces, a Canadian set that must have been designed by a color blind interior decorator, and my Gang of Four set in Chinese. I was also curious. So I found another set, gave it to James, waited a few diplomatic moments, and casually wandered over to where the game was going on. It was simple. The gameboard looked like a Big Mac that had had a massive thrombosis, or been attacked by a band of Killer Tomatoes. There, scattered all over Austria, Turkey, Russia, and Germany were no less than 16 Austrian units, each and every one an army. There wasn't one Austrian fleet to be seen.

Drawing James aside, I asked him sotto voce, "Where's your fleets?"

"Well, the first one got blown up by one of my no longer existant foes."

"But what about the second one you built in 1902?" I asked.

"Well, when I saw a good thing going, I just kept it going. So I had an ally blow that one to bits," James said. "Besides I needed another army."

"You had 16 armies and no fleets and you needed an army?" I asked incredulously.

"It's simple," he said. "It's called economy of scale."

Well, James went on to gain two more black dots, build two more armies, and ended up with 18 centers, 18 units, and 18 armies on the board. Today, years later, I still don't have all the right red armies back in all the right boxes. There's the red wooden one with the bright paint, the red wooden one with the dull paint, the red plastic one that looks like a dum dum, and the red flag that looks like Madame Mao.

## THE REAL LEPANTO

by Mark L. Berch

You've probably heard of the Lepanto Opening, named and popularized by Edi Birsan, which involves a Spring 1902 attack on Turkey by Italy. But you may not realize that on October 7, 1571 there really was a Battle of Lepanto. It was, arguably, the most ferocious naval battle in history, in some respects dwarfing World War I's Battle of Jutland.

For about 400 years, enmity between the Christians had foiled their attempts to unite against Islam. But in May 1571, a "Holy League" was formed. King Phillip II of Spain was alarmed by the Turks instigating a revolt in southern Spain, and by their attack on Malta. The Pope was Pius V, an austere mystic with a hatred of the Turks. The Republic of Venice was very alarmed by the invasion of Cyprus (Nicosia had fallen in 1570, and Famagusta was besieged), and blamed Turkish agents for blowing up their huge powder magazine in the Arsenal. Holding this unlikely alliance together, and leading it in battle was Don John of Austria, the illegitimate half-brother of King Phillip II. This was no easy task, as Venice had been called "the harlot who slept with the Turk."

The cornerstone of the Christian fleet was 6 enormous Venetian galleasses, which, although cumbersome, had enormous firepower. They also had 205 galleys. Upwards of 84,000 men were assembled with the fleet in late August, in Sicily.

The Turks were led by Sultan Selim II, known then as "the Sot." He was lazy, brutal, fairly ugly, and a drunkard. He had a bodyguard of 100 dwarfs, clad in gold. He apparently needed a major victory to consolidate and legitimize his reign. On his flagship was a green flag, which had the name of Allah repeated 28,900 times in gold calligraphy. With him were Uluj Ali, the bey of Algericas, and also the Governor of Alexandria, Egypt. His entire fleet had 245 galleys, and as many as 88,000 men.

The two armadas met about 30 miles west of the Turkish base of Lepanto, Greece, in the Gulf of Petras in the Adriatic.

The Turks were devastated. Almost half their galleys were captured, and most of the rest were sunk. They lost all but about 10,000 men and two dozen galleys. The Meccan Flag was sent off to Phillip II. Selim II was decapitated, and his head hoisted on a pike. Most of the battle was done in just 4 hours!

Contrast that with Jutland. That involved only 250 vessels and 60,000 men total, for both sides. A grand total of 25 ships were sunk, and I don't believe any were captured. The battle took several days to play out. No one had his head raised on a pike, and in fact, there were promotions all around. Both sides declared themselves the winner.

But the battle, not unlike the opening, proved to have little practical value. The Christians made no attempt to capitalize on this astonishing victory, and indeed, two years later, the Venetians surrendered Cyprus to the Turks. Phillip II signed a truce with the Turks in 1580.

It did give an important boost to Christian morale, as it was a sterling example of what could be accomplished with cooperation. It also ratified the Spanish as (self-appointed) defenders of Christianity, although whether they would actually gain much from such a role is debatable. It was also a major turning point in naval warfare. It was the final great battle of the Age of Oared Warships, and pointed clearly to a new direction. The Galeasses, which used sail far more than the galleys, had a murderous effect on the Turkish oarsmen (it should be pointed out that by then, even the galleys were carrying guns). Even so, the day of the Galeasses was short; it was only a transitional vessel toward the even more powerful galleon which had relatively little use for oars.

And now? We've got some fine paintings by Titian, Veronese, and Tintoretto, and some lyric writings by Cervantes (who was wounded in the battle). If you visit the Doge's Palace in Venice, you can see blood-red Turkish banners captured in the battle. And once a year, the priests of the Toledo Cathedral say a Mass for this great victory.

So Lepanto exists in history, and in our game. But not on the maps. Lepanto has since been renamed Navpaktos.

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## DIPPY DOODLES \* JK



YOU SQUIDS MUST  
HAVE HOLES IN YOU HEADS IF YOU  
THINK ONE COCONUT TREE  
MAKES THIS PLACE A SUPPLY CENTER

# THE TREATY OF TOM SAWYER ISLAND

by Larry Peery

I am told by one source, who has it from no less than three sources; which makes it almost fact (After all, when was the last time three people in the hobby agreed on anything?); that there is a rumor afloat in the hobby that the reason for my face to face meeting with Kathy Byrne last summer at Disneyland was to plot a coup de peau to seize control of DIPLOMACY WORLD from Rod Walker.

This idea is so ridiculous that it deserves no serious comment. However, it does provide an excuse to mention one of history's more interesting face-to-face encounters between two of the greatest egomaniacs of all time; that which occurred between Napoleon I, Emperor of France, and Alexander II, Emperor of Russia. After much ado over nothing the two finally did meet face to face, although the meeting provided little of substance for future historians to write about (When was the last time you read any mention of the Treaty of Tilsit?) the circumstances surrounding the meeting were much more interesting.

Picking sites for major diplomatic conventions and meetings is always a problem. The Vietnam discussions dragged on for years while the would-be negotiators argued about the shape of the conference table to be used and the site of the talks. Anyone who has attended a DIPCON SOCIETY meeting knows what goes on in those dark, smoked filled rooms before the meetings. Even the recent Reagan-Gorbachev meetings in Geneva were not without their heady mixture of protocol, alcohol, and geritol headaches and hangovers. If these two problems confronted bozos like you know who, you can imagine the problems that confronted Napoleon and Alexander. The only memorable line to come out of the Gorbachev-Reagan meetings came the day after the chief Soviet press spokesman informed reporters that Ronald Reagan had starred many times in a series of "B Grade Motion Pictures." The first thing Reagan told Gorbachev when they met face to face was, "Not all of them were B Grade..." And so it went. I recall no memorable lines from the Napoleon-Alexander meetings; and certainly Napoleon's chef had not yet created the first Napoleons and Chicken Marengo was not yet on the menu at Perinos. On the other hand, Alexander II probably dished up ample portions of things like Beef Stroganoff, Noodles Romanov, Chicken Kiev, and Strawberries Romanoff. The catering problems must have been enormous. The two principals' aides could not agree on a suitable location for the meeting between the world's two most powerful men. No building could possibly hold both men at the same time, unless perhaps St. Peter's could have been moved north to the banks of the Vistula River. Confronted by this challenge, the meeting backers decided to forego the obvious and resort to the divinely sublime. And so the meeting was arranged to be held on a giant barge floating in the middle of the Tilsit River, the man-made boundary between the French and Russian empires at the time. So, there in the middle of nowhere, the two most powerful men in the world---and both rotten sailors---met for a few hours to take each other's measure. It must have been interesting. And, of course, they left, Napoleon to meet his Waterloo and Alexander to watch Moscow burn. And history forgot everything about the meeting except that it had taken place on a large barge in the middle of nowhere, just to satisfy the vanity of the world's two biggest egomaniacs.

With this kind of precedent it is no wonder that some hobby members draw a parallel between that famous meeting and the recent meeting between Kathy Byrne and myself at Disneyland. There were questions of protocol that had to be settled first, of course; and one of those was discussed last issue in Mike Maston's essay on doors. Kathy's retinue was considerably larger than mine. She had Caruso, Grabar and his wife, Duck Williams and his wife, and their kids. All I had was Ron Spitzer, the eminence rouge behind the Peerithrone. Disneyland was a perfect choice for a first meeting between two such large figures in the hobby, each one a giant of a person in their own way. But where in Disneyland to hold the discussions that would decide fate of DIPLOMACY WORLD? Kathy wanted to do it in the Haunted Mansion. I wanted to do it in It's A Small World. Grabar held out for the Bears Jamboree. The kids wanted Pirates of the Caribbean. The big kids, Williams and Spitzer, held out for Tom Sawyer Island. And so we boarded the raft for the trip over. It is true that when I stepped aboard that end of the raft submerged for a few moments, but it quickly balanced itself when Kathy moved to my side and we began our serious discussions. The discussions were candid and frank, we agreed on everything of importance that had nothing to do with anything of importance vis-a-vis the hobby, and as we moved onto the island itself we quickly left our followers ahead of us and moved to the island cemetery where, after laying a ceremonial wreath on the Tomb of the Unknown Diplomacy Player, we disposed of our various individual and collective enemies. Finally, with the serious work at hand we moved into the Fort and sealed the Treaty of Tom Sawyer's Island with a bowl of ice cream and a kosher dill pickle. Having finished off our diplomatic mission we proceeded to spend the rest of the meeting eating, drinking, looking for restrooms, and wondering where the kids were. It was a typical close encounter of a strange kind.

If I may be serious for a moment, although I know it is totally out of character, there is one kernel of truth in this rumor and that is the fact that had Kathy and I not met face to face at Disneyland I would not have called her that Sunday last September after talking to Ken Peel, and who knows where DIPLOMACY WORLD would be today? You've all seen and heard the various ads that Cliff Robertson has done for AT&T. They are true, the best business calls are personal. Without that first personal contact at Disneyland there would have been no business or professional call about DIPLOMACY WORLD. It's a simple thought but I urge all of you to keep it in mind as you go about your hobby activities.

So, in a manner of speaking there was a plot at Disneyland and you haven't seen the end of it yet. It was that first meeting that set the stage for the DIPLOMACY WORLD rescue mission. But that first meeting, in and of itself, would not have been enough. Since then Kathy and I have exchanged many, many letters and spent many hours on the phone together, working together on DIPLOMACY WORLD. And in a few weeks we'll be meeting face to face again, this time at one of the most famous nudist beaches in the world, La Jolla's Black's Beach. That should be interesting to see.

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A historical footnote. Yes, we did go to Black's Beach. Kathy and I, chaperoned by Kathy's mom and Ken Gestiehr made it to the world famous attraction. What can I say? Kathy went home looking like a lobster and I ended up with sunburned feet, on the bottom. Kathy's mom looks just like Bette Davis and talks like her to. Gestiehr didn't do anything except get whiter as the sun got hotter. The locals, the natives, and the other tourists must have thought we were really something. And John, don't give Kathy any more film until she gets the sand out of the camera...

by Juan Carlos Cortes

## ESPAÑA, UN PAIS CON MÁS DE DOS COSTAS

He oído decir muchas veces que la mayoría de americanos no saben ni siquiera dónde está España. Muchos creen que está en Sudamérica, quizá porque hablamos la misma lengua. Sobre esto habría mucho que hablar.

España está en Europa, tiene una extensión similar a la de los mayores estados de Norteamérica (un poco menor que Texas o Montana). España tiene unos mil kilómetros de litoral, con un paisaje que varía mucho de un punto a otro. Sin embargo se puede decir que hay dos grandes costas, como en DIPLOMACY. Una es la del Atlántico, desde la frontera francesa a la portuguesa-norte y desde la portuguesa-sur hasta el estrecho de Gibraltar. Otra es la costa Mediterránea, desde el estrecho hasta Francia. Barcelona está en esta costa, a unas cien millas de Francia.

La parte sur de la costa Atlántica se parece más a la Mediterránea que a la costa Atlántica-Norte. Por tanto, es correcta la distinción entre costa Norte y Sur que se hace en DIPLOMACY.

Sin embargo, en España damos nombres distintos a cada pocos kilómetros de costa. El litoral Mediterráneo está lleno de playas. Un conjunto de playas físicamente parecidas da nombre a una costa. Así, tenemos, de norte a sur: Costa Brava, Dorada, Blanca, Verde, del Azahar, del Sol, etc. Son nombres que han tenido que ver con el turismo. El Mediterráneo español es cálido y soleado, de aguas tranquilas. Es como una bañera, sin olas y con el agua templada. Es la envidia veraniega (de junio a setiembre) de millones de turistas del resto de Europa (alemanes, franceses, holandeses, belgas, ingleses,...). El clima se parece al de California, mucho más que al de New York, por supuesto.

La Costa Norte es más fría, menos soleada y turística, salvajemente hermosa. Sus gentes son más marineras y pescadoras (¿Sabía que España es la segunda consumidora mundial de pescado, detrás de Japón).

Pero no los quiero cansar con mi "folleto turístico". A fin de cuentas ustedes conocen España como esa provincia desarmada que hay que conquistar para ganar al DIPLOMACY. No se preocupen, no voy a reivindicar un mejor tratamiento para mi olvidado y pobre país. A fin de cuentas el juego de DIPLOMACY comienza cuando España acababa de perder sus últimos reductos coloniales (Cuba y Filipinas, 1898). En 1901 ya no queda nada del "Imperio donde nunca se ponía el sol", del siglo XVI (Rey Felipe II). Voy a explicar como puede utilizar "nuestras dos costas". Voy a hablar de la regla VII.3.b., "Provincias con dos costas".

1. Una flota que entra en España lo hace por la costa Norte o Sur y puede entonces moverse sólo a un espacio adyacente a esa costa. Es decir:

- a) Desde la Costa Norte a Gascony, Portugal y Mid.At.
- b) Desde la Costa Sur a Marseilles, Gulf of Lyon, West.Med. y Mid.At

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2. Una flota que entra en una de las dos costas españolas ocupa toda la "provincia", toda España. Vamos a aceptarlo tal como dicen las reglas!!

3. Si a una flota se le ordena ir a una de estas provincias y puede ir a una de las dos costas, la orden deberá especificar a cuál de las dos costas va. En el caso de España, sólo hay dos espacios desde los cuales una flota puede desplazarse a las dos costas: desde Mid.At. y desde Portugal.

4. Una flota que puede moverse a España puede apoyar una acción en España sin considerar la separación de las dos costas. Esto significa que una flota puede apoyar una acción -defensiva u ofensiva- en España desde 6 espacios: Portugal, Mid.At., Gascony, Gulf Lyon, West.Med. y Marseilles.

5. Desde una de las dos costas, Norte o Sur, no se pueden apoyar acciones en espacios que no sean adyacentes.

a) Desde la Costa Norte no se puede apoyar una acción en Marseilles o en el Gulf of Lyon o en West.Med., ya que se necesita más de un movimiento para acceder a estos espacios.

b) Desde la Costa Sur no se puede dar apoyo a una acción en Gascony.

Estratégicamente tiene más valor la Costa Sur, ya que controla 5 espacios (Marseille, Gulf, West.Med., Mid.At. y Portugal) por 3 de la Costa Norte (Gascony, Portugal y Mid.At.). Además, la Costa Sur controla el paso del Atlántico al Mediterráneo, lo más importante. Me alegro de vivir en la "costa sur", aunque les prometo que no se lo diré a nadie de por aquí o me preguntará si he dejado mi Barcelona y me he ido a vivir a Málaga, a la Costa del Sol.

Otro día les explicaré el por qué!!

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Juan Carlos Cortes writes about Spain and who could be more qualified since he is Spanish? Malc Smith, who wrote the previous article is a Scot living in Norway, and Simon Billennes, who is taking over as our PONTEVEDRIA/BARATARIA editor is from England. In addition the DW family includes many Canadians and people in Belgium, France, Germany, Israel, Uruguay, and three Australians! Truly we are an international hobby. As soon as finances permit I hope to do a mass mailing to hobby members in Europe on DW's behalf. I believe it is time to move toward bringing the worldwide Diplomacy together. To help promote international contacts DW is sponsoring an INTERNATIONAL DEMOSTATION GAME. We already have players from Spain, Norway, Germany, Uruguay, and Australia. I'm looking for two more from abroad (I'll accept a Canadian player but no US players), first come first served. There is no gamefee, only a sub to DW and a postage surcharge for the airmail involved for the gamesmaster. And who will the GM be? We'll just have to wait until the game start next issue to find out but I think you'll be satisfied. In the meantime if you are a Canadian, or English, or Dutch, or even Japanese we have a game for you. Deadlines will be at six week intervals and all results will be distributed by airmail flyer. If you'd like to defend the honor of your country drop me a line. Standbys from anywhere except the USA are welcome.



# SKINNYDIPLOMACY

by Lewis E. Pulsipher  
c 1985  
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## Introduction:

There have been many attempts to remake the Standard DIPLOMACY board, usually by increasing the number of spaces and centers. Fred Davis' ABSTRACTION variants are probably the most well-known of this sub-genre. It occurred to me that, from the practical standpoint of game length, a simplification of the board, with a consequent reduction in the number of pieces in the game, was desirable. I tried to reduce the powers by one center, and give each power four provinces instead of six or seven. SKINNYDIP is the result.

Not only should the reduced number of units shorten the game, the smaller number also largely eliminates stalemate lines -- I haven't found any yet, at any rate. Hence the game should end in a draw less often than standard DIPLOMACY does. In fact, when the game is perfected it may prove to be a desirable tournament alternative to standard DIPLOMACY, since the mechanics of play are unchanged, and more games can be played to completion within set time limits.

I would have preferred to call this game BAREBONES, but the title was already taken. My thanks to Rod Walker and especially Fred Davis for helping to transform this from a two-hour wonder to a complete game.

## SKINNYDIP Rules:

1. The seven standard Powers are in play, but each begins with only two units. Russia has three centers but begins with two units. There are 22 supply centers (15 Home and 7 neutral). A player wins when he has twelve units on the board. There are 40 land provinces and 10 sea spaces. (Compare with DIPLOMACY's 56 and 19). Note that Switzerland is a passable neutral supply center.
2. Starting positions are:  
  
 AUSTRIA: Army Vienna, Army Hungary  
 ENGLAND: Fleet London, Fleet Scotland  
 FRANCE: Army Paris, Fleet Rhone  
 GERMANY: Army Berlin, Fleet Hanover  
 ITALY: Army Venetia, Fleet Apulia  
 RUSSIA: Fleet St.Petersburg (sc), Army Don, no unit in Moscow  
 TURKEY: Fleet Constantinople, Army Anatolia
3. Fleets may move between Hanover and Berlin, using the Kiel Canal. However, fleets cannot move directly between Hanover and the Baltic Sea. Armies or fleets can move directly between Berlin and Denmark. Constantinople and Denmark act for movement purposes as they do in standard DIPLOMACY.
4. There are two versions of SKINNYDIP. In the first (SKINNYDIP I) all neutral centers are vacant, as in standard DIPLOMACY. In the SKINNYDIP II version, each neutral center is occupied by an army in civil disorder. The first version matches the spirit of the game, simple and quick. The second version plays closer to traditional DIPLOMACY, because the neutrals provide a buffer between Powers.

Discussion:

I believe this game would also be interesting with neutral armies controlled by players through one of the Control of Neutrals systems, such as those described in DIPLOMACY GAMES AND VARIANTS (now out of print, by the way).

A note about provincial names: In accordance with tradition, and because I had trouble thinking of alternative names, each country's province containing the capital is named after the capital city. The Powers' other Home supply centers are named after regions, not cities, because this makes more sense (to me, anyway). Note that one capital, Rome, is not a supply center. Also, Russia, in theory, has two capitals. (St. Petersburg was the legal capital, but Moscow remained the spiritual capital, so I've left the name unchanged).

Abbreviations on the Map:

Apu.	Apulia	Lon.	London	Switz.	Switzerland
Bul.	Bulgaria	Low	Low Countries	Ven.	Venezia
Bur.	Burgundy	Pied.	Piedmont	York.	Yorkshire
Con.	Constantinople	Scot.	Scotland		
Den.	Denmark	Serb.	Serbia		

Comments and suggestions may be sent to Lew Pulsipher at: 5102 Catalpa Rd., Fayetteville, NC 28304.

Additional Comments by Fred Davis, Jr.

It would be interesting to run a Variant Tournament, with several SKINNYDIP boards set up. Each game could probably be brought to a conclusion in three or four hours, so we wouldn't have the tournament bugaboo of many games being artificially curtailed by the clock. There might even be time to play two games in the time needed for one Regular game. I hope people planning Tournaments will take note.

The province herein called "Apulia" is really a combination of the old Naples province and Apulia. Note that the Supply Center circle has been placed near the location of Naples. Since Apulia is one of the poorest and most backward regions in Italy, I had suggested to Lew that the space be named "Campania," which is the historical name for the province in which Naples is located. However, Lew felt that since Apulia was the name familiar to Diplomacy players, it would be best not to change it.

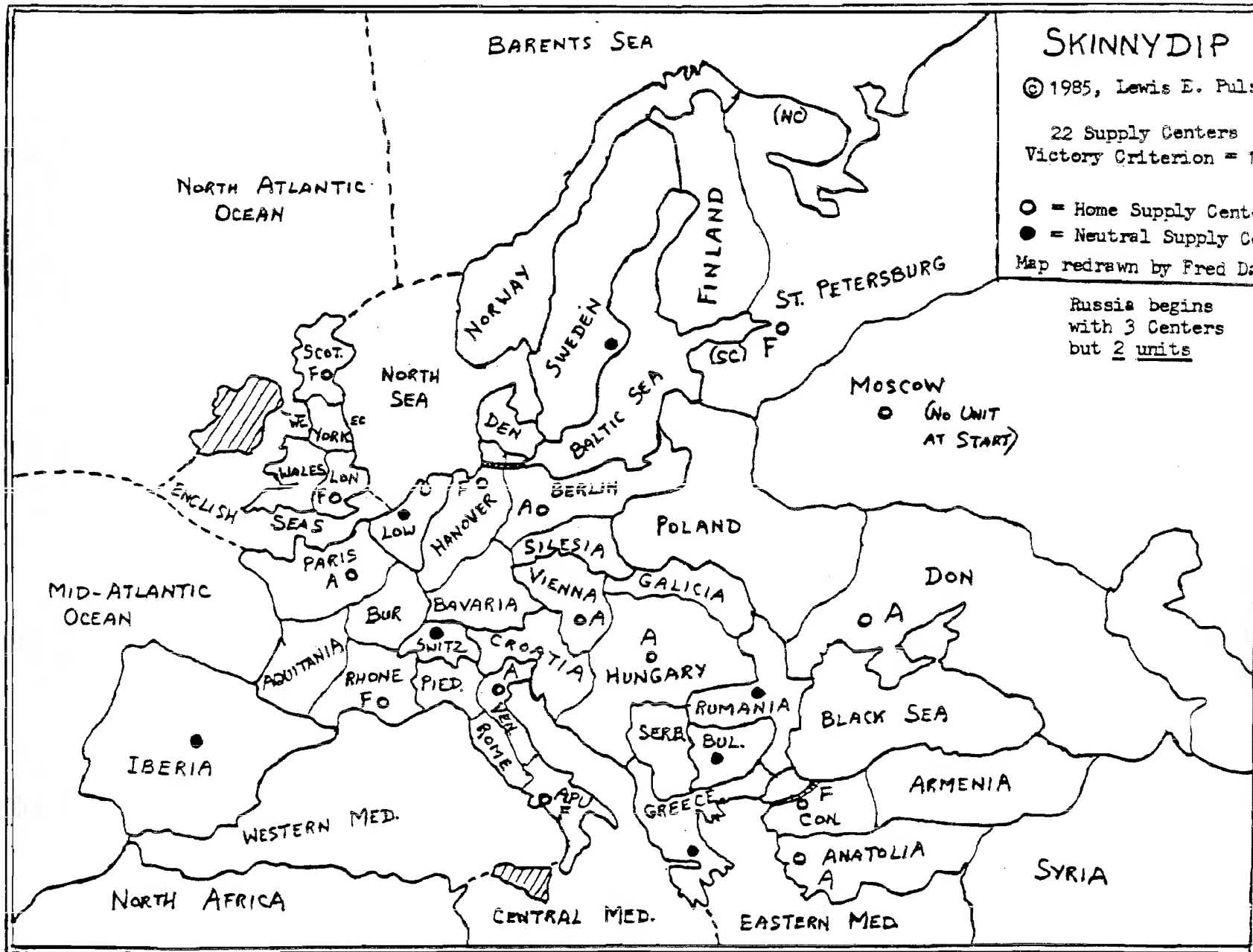
The boundaries of Bulgaria and Rumania were changed for the sake of playability. While designers should strive to make their maps accurate, there are times when they must be amended to equalize the game. There are now only two two-coasted provinces, St. Petersburg and Yorkshire.

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IF YOU ARE INTO NAVALS OR VARIANTS

You may be interested in two other games Fred brought to my attention. Naval Diplomacy (rv10) by Konrad Baumeister is a variation on the double-move-for-fleets theme. Konrad's variant limits a fleet's ability to make a double move to the situation where it must end its move in a supply center. Any other result ends in the annihilation of the fleet. Dreadnought Diplomacy (rn02) is by David Burkett and is a rough draft for a variant, with options cited for the cost of building a Dreadnought Fleet, the length of time required to construct such a fleet, and certain suggested rules. It is incomplete. These are typical of the many variants for which rules, maps, etc. are available from the NORTH

AMERICAN VARIANT BANK, of which Fred (address inside cover) is custodian.



1/24/

## A CRASH COURSE IN NAVAL DIPLOMATIC HISTORY

Most quizzes are intended to test your knowledge or entertain you. Hopefully this one will not only do that but it will also teach you something about the links between naval history: it's strategy, tactics, and diplomacy; and the game of Diplomacy.

This quiz consists of three parts: (1) a list of 25 admirals; a list of countries; a list of ships (individual or types); and a list of battles; (2) a list of quotations; and (3) a Diplomacy board map.

Here are the instructions. (1) You are to decide which admiral, country, ship, and battle best match. However, to make it more interesting not every ship listed needs to be used and some countries and battles are used more than once. (2) So much for the routine stuff. Any navy buff or wargamer should be able to figure out most of these. The interesting part is the list of quotations. The quotations may be by or about one of the admirals listed. A given admiral may have one, or more, or no quotations. You must decide which admiral listed best fits with the given quotation. (3) The Diplomacy board map identifies the sites of various sea battles. You must tell me the name of the battle and which admirals, countries, and ships (among those listed) were involved in that battle.

The deadline for entries is 1 July, 1986. Each correct answer is worth one point. The judge's decision is final. In case of ties the earliest postmark wins the prize. What the prize will be depends on how good the answers are

### The Admirals

Cunningham, Togo, Halsey, Andrea Doria, Blake, Rozhestvensky, Dewey, Rivera, Howard, Scheer, Tromp, Beatty, Don Juan, Jellicoe, Gustavus III, Grasse, Medina Sidonia, Nimitz, von Tirpitz, Nelson, Gorshkov, Spruance, Drake, Raeder, Yamamoto.

### Their Countries

USA, England, Japan, Sweden, England, Germany, Spain, Russia, USA, England, Japan, England, Holland, England, Austria, USA, USA, France, England, Russia, Germany, Genoa, USA, England, Germany.

### Their Ships

Long range submarines, New Jersey, Brederode, Revenge, cruisers, Lion, Missouri, George, Titanic, Ville de Paris, San Martin, carriers, Olympia, Iron Duke, Ark Royal, Varna, Mikasa, Ragu, Andrea Doria, Warspite, Indianapolis, Captain, Reale, Friedrich der Grosse, desktop.

### Their Battles

Jutland, Battle of the Saints, Spanish Armada, Battle of the North Atlantic, Tenerife, Leyte Gulf, Sea of Azov, Trafalgar, Lepanto, Matapan, Battle of the Pacific, Tsu-Shima, Svenskund, Spanish Armada, Manila Bay, Pearl Harbor, Lepanto, Yorktown, Tsu-Shima, Jutland, submarine blockade of World War I, Three Day Battle, Battle of Midway Island, Skagerrak, Spanish Armada.

### Their Quotations

- 1) No war, no peace.
- 2) His fair coloring and proud bearing alone made him stand out. In addition, he was stylist and authoritative in his manner, and, rare among great leaders, was blessed with intellectualism, modesty, and simplicity. His letters to his half-brother, for example, are described as lucid and without frills. He was unreflective and refreshingly decisive in command. He loathed all negotiation because it involved intrigue.
- 3) Up to the present our policy has failed completely to grasp the political importance of sea power. If we intend to expand and strengthen ourselves commercially by means of the sea, then, if we do not provide ourselves simultaneously with a certain measure of sea power, we shall be erecting a hollow structure. When we expand we shall run against interests everywhere that are either already established or will be soon. This means conflict of interests.
- 4) The British, like the Dutch, and later the Americans, felt at ease on the sea. The Latin and Slav races have tended to regard it as an enemy.
- 5) Drake nor devil nor Spaniard feared,  
Their cities he put to the sack;  
He singed His Catholic Majesty's beard,  
And harried his ships to wrack.  
He was playing at Plymouth a rubber of bowls  
When the great Armada came;  
But he said, 'They must wait their turn, good souls,  
And he stooped and finished the game.
- 6) The rise or fall of the Empire depends upon the result of this engagement. Do your utmost, every one of you.
- 7) The fiercest serpeant may be overcome by a swarm of ants.
- 8) Thy name was heard in thunder through th'affrighted shores of pale Iberia, of submissive Gaul, and Tagus trembling to his utmost source, O ever faithful, vigilant, and brave, thou bold asserted of Britannia's fame, unconquerable...
- 9) The glory of his legend has endured, through Newbolt almost to modern times. But a recent history of his country's naval power, by a young university historian anxious to make his mark, tells us only that he and his fellow sea-dogs quickly gained an uneviable reputation for their brutality, greediness, and willingness to rub anyone. O tempora! O mores!
- 10) It dismays me to see my poor nation so sunk in corruption as to have to rely upon anarchy.
- 11) I will be a hero.
- 12) Success at sea for the Germans could bring about a radical adjustment in the balance of power to continue to wage war. Not an outright victory, but success. There was an important distinction between the two. Dominance at sea could lead to the severance of the Allied sea routes by unrestricted submarine warfare, and to the whittling down of the strength of the Grand Fleet.

- 28) Strong gongs groaning as the guns boom far,  
Don Juan of Austria is going to war,  
Stiff flags straining in the night-blasts cold,  
In the gloom black-purple, in the glint old-gold,  
Torchlight crimson on the copper kettle-drums,  
Then the tuckets, then the trumpets, then the cannon, and he comes.
- 29) He was the best sailor we had.
- 30) When his considerable diplomatic prowess failed, he resorted to violence  
...After that, he went back to diplomacy, from a stronger stance, and secured  
the release of his men without difficulty.
- 31) Thank God for giving our people and nation such a man at such a time.
- 32) He was nick-named "Electric Brain" for the speed of his thinking as well as  
his specialist knowledge of electrical engineering.
- 33) The last monarch to lead his fleet into battle.
- 34) For all his personal qualities, his fine tactical leadership and his  
percipience, energy and thoroughness, Yamamoto was a disaster as a strategist.
- 35) The admiral who turned the tide at Yorktown.
- 36) A brave and tragic figure in naval history, who was given a task quite beyond  
his abilities.
- 37) It is important for all Americans and their friends in all lands to under-  
stand how the United States and her allies used the sea to win the victory...
- 38) You wish us victory but there will be no victory.
- 39) The most important ship of the future will be a ship to carry airplanes.
- 40) A fine set of fellows, but unhappily we shall never see them again.
- 41) You will be governed by the principle of calculated risk.
- 42) We require a certain measure of sea power as a political factor against  
England.
- 43) There was the difference in strategic attitude between the French and the  
British. The French, like the Germans in the First World War, were not  
looking for a showdown. It was not that they were cowards---far from it---  
but their political strategy was to preserve their fleet as a threat and  
only to do battle when the odds were overwhelmingly in their favor.
- 44) The Turks were always a pain in the ass.
- 45) We are so outnumbered there's only one thing to do. We must attack.

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My opinion is to go out as soon and as  
strong as we can and gight the enemy's  
fleet if they be at sea.

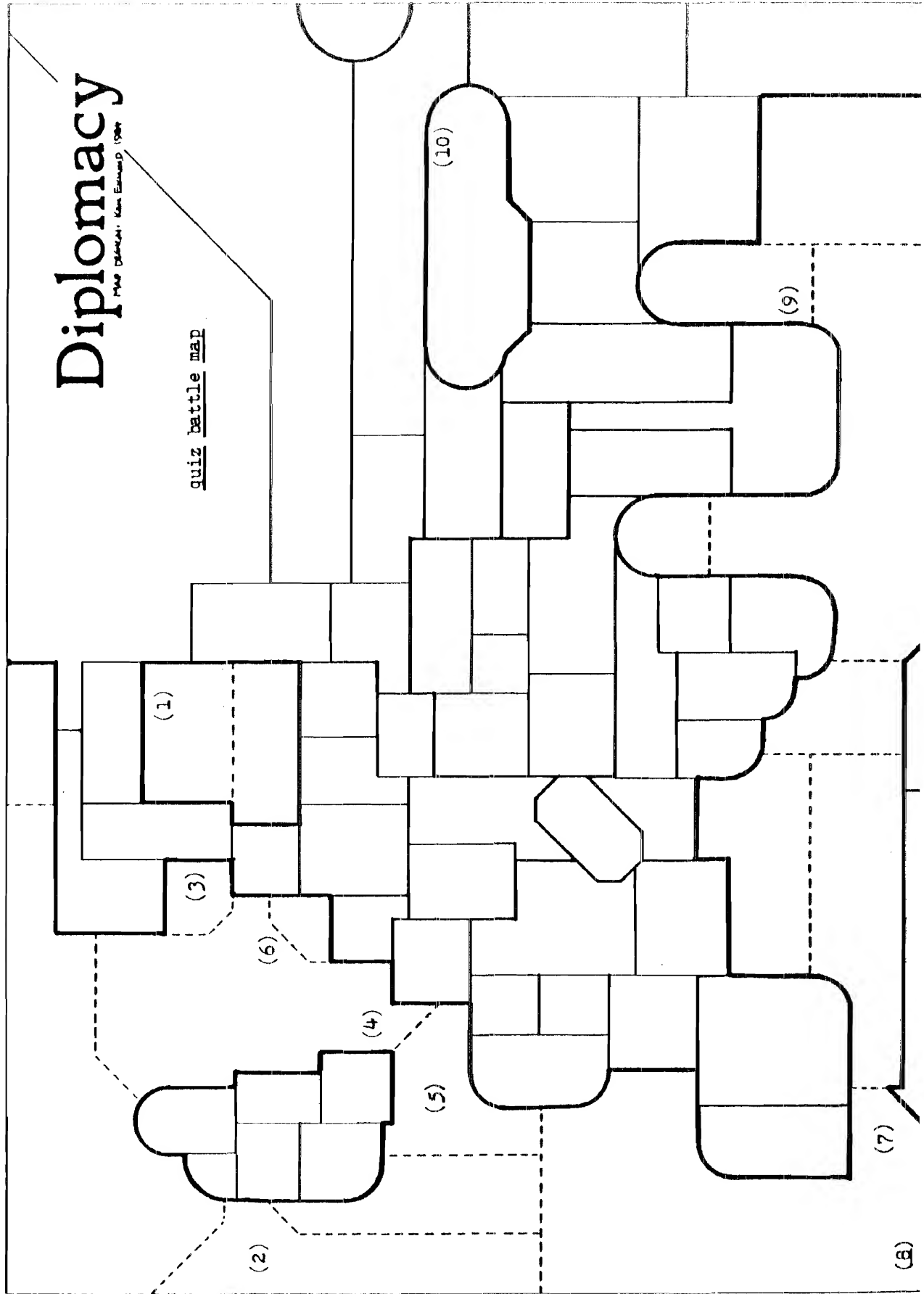
-Prince Rupert of the Rhine;  
To the Earl of Arlington,  
Dutch Wars, 1672.

- 13) There is no better proof than in the fighting record of this admiral that an able commander will fight successfully anywhere in any class of ship.
- 14) Like Drake again, the hour and the man coincided. The achievement of the Dutch in holding off the might of Catholic Spain at sea and on land, while building themselves up as the greatest trading nation, was as remarkable as the creation of any empire. The accomplishment was all the greater because it was based on maritime power, for the Dutch had an unfavorable coastline, no natural resources for shipbuilding, a population of less than a million and, like Germany later, a disadvantageous geographical position.
- 15) The Enterprise was as much an operation of intimidation as invasion; although, if the need arose, a military landing would take place. There was only one firm commitment. Every other contingency would be acted upon as it arose, according to the outcome of the sea battle, the state of the weather, and the reaction of the enemy. In modern jargon, he was instructed to play it by ear.
- 16) His career extended from the glory of serving in the first scouting group---the battle cruisers---at Jutland, to imprisonment for war crimes after the Second World War.
- 17) Too precious to be hazarded in combat.
- 18) Although nicknamed "Bull" by men of the media, he was no "heads-down-and-charge" man. He could be subtle in diplomacy, and now informed Nimitz that all was well between him and MacArthur. Privately, he put it thus: "I can work for Doug MacArthur, but he sure as hell could never work for me."
- 19) As at Jutland in 1916, he could not know the outcome of that apparently indecisive engagement was, negatively at least, a triumph; Spain never tried again.
- 20) His only concern was to get out of range and out of sight as soon as he could.
- 21) A highly prized characteristic in his navy at this time was deviousness, and he was blessed with it in abundance. Sly methods were necessary if the treaty limitations for the navy were to be circumvented. The treaty prohibited submarines; but he saw that these were built.
- 22) After a four hour melee off Dungeness, he was right to offer his resignation and his opponent right to claim victory, justifying the legend---or truth?---of his sailing with a broom at his masthead.
- 23) In him, as in Nelson, the fire burned as a passion for victory...When any tidings came that the enemy was coming out, he was like one of his own hounds set from the leash. His signal at the Dogger Bank, "Keep Closer to the Enemy," though it miscarried at the time, expressed the very spirit of the man.
- 24) I protest before God, and as my soul shall answer for it, that I think there never were in any place of the world worthier ships than these are, for so many. And as few as we are, if his fleet be not hundreds, we will make good sport with them.
- 25) The British spirit was always more strategically aggressive, although tactical initiative was becoming stultified by the notorious Fighting Instructions. The French had the same problems with their chairbound hierarchy.
- 26) People who don't gamble aren't worth talking to.
- 27) A forceful and inspiring leader who indoctrinated his command with his own fighting spirit and invincible determination to destroy the enemy.

# Diplomacy

Map of the Mediterranean Sea

quiz battle map





## FEEDBACK

What you have just read (hopefully) is probably the most concentrated discussion of naval topics of all kinds in the history of Diplomacy literature. Last issue we presented a similar effort devoted to DIPLOMACY WORLD, the hobby, and various pseudo-Diplomacy ills. These are typical of the kinds of special reports we plan to bring you, but before we do we want to know what you think of this kind of approach to Diplomacy related topics.

So, it's time for some feedback from you, our readers. Please drop me a card or a letter and let me know what you thought of these two special reports. If you like this kind of approach, please give me some ideas for future topics. If you don't like it, please give me some alternative suggestions.

We are planning a variety of special reports in the future--some of them being discussed now will not see print until 1988 or beyond. For instance, next issue we are going to focus on the 35 individuals whose names fill the top three boards lists in the DTRS and IPR. If you know one or more of those individuals we'd like you to tell us something about them. It doesn't sound like much but when you combine the collective knowledge of over 200 people you begin to get a pretty good picture of just why some of those people are on those lists. Or, if you don't know any of them, you might consider writing us a short essay about a memorable experience you had in either a FTF or PBM (or any other kind of Dippy event) game during the Winter 1900 or 1901 game years. It can be serious, or humorous, and deal with strategy, tactics, or diplomacy; or anything else that strikes your fancy. Anything that comes under the heading of "The Opening Game" is welcome. Or, if you plan to attend DIPCON or any other con this summer we'd like a brief report of your impressions of that event; the people you met, the games you played (or didn't play), what you thought of what went on around you; especially if you are a novice or hobby newcomer. Those are the things we'll be focussing on in the near future. Down the road, who knows?

We won't, if you don't tell us what you think of our efforts. So, send your comments, good or bad, to either Kathy or to me. Remember DW is your publication and we want it to be what you want. However, for all of you who will, no doubt, write us and say, "I want more articles that will tell me how to win...." all I can say is, well, write me one! We'd love to have it.

As long as I'm soliciting feedback there are a couple of other things I'd like your feedback about:

1) Future DIPLOMACY WORLD ANTHOLOGY volumes: The next two scheduled volumes of this series are: (1) a collection of the writings of Mark Berch, who has probably written more materials for DW than just about anyone; and (2) a collection of all the variant games (some 40+) published in past issues of DW. I'm also considering another volume to consist of nothing but the moves and commentary on the first eight (or whatever) DW Demonstration Games. This would be a real textbook for serious Diplomacy students. Let me know which of these you are interested in and what other titles you might like to see in this series.

2) DW Scheduling: Originally DW was published every other month, six times a year (with smaller issues of around 32 pages). Over the years it has grown larger in size (60+ pages seems to be the norm now) and slower in appearance (a quarterly goal, rarely achieved over a long period of time). I'm giving a lot of thought to either returning DW to an every other month schedule or separating the feature and news/services parts of the magazine into two different publications, or some combination of both. What are your feelings about it?

FEEDBACK, PLEASE, or don't complain!

THE 1986 DIPLOMACY WORLD TELETHON

Believe it or not there actually was a DW Telethon last year. In fact I consider it one of the most successful of all DW fund raising efforts. I announced it, sat back and did nothing, and then waited. And, sure enough, several people sent me checks which were the proceeds from various DW FTF Support Games. Not a bad return. Seriously, last year we didn't have enough time to properly organize the DW Telethon. This year I'm starting early.

The concept is easy, if you've watched any charity fund-raiser on television with a telethon format you know how it works. As I've told you many times DW must raise money above and beyond subscription income to cover its expenses. We planned two major events to raise such funds, a DW Raffle geared to the PBM Dippy community and a DW Telethon geared to the FTF Dippy community.

The idea is simple. On Labor Day Weekend (August 30-1 September this year); when all you'd be doing anyway is watching the Jerry Lewis MD Telethon; you most or attend a FTF Dippy get together for your Dippy playing friends. You charge a small gamefee or ask for a donation to play in the game(s). That money is sent to DW. It's a strictly for fun event. No ratings, no tournament, no BS. What will make it interesting, I hope, is if the various hosts who are having such games call in during the course of the weekend and tell us who's playing, how much they've raised, etc. We'll pass on to you what's going on in the other FTF games. It's a weekend devoted to FTF Dippy all over North America (and who knows, perhaps beyond?).

What we need, naturally, are people to host games over the Labor Day Weekend and, of course, people to play in such games. My hope is that hosts will emphasize attracting local FTF players, instead of the usual motley crew of PBM Dippy players that flock to any FTF event where the beer is cold and the shower water is hot. You know the types, the LA crowd, the MAD Lads, and the rest. The Telethon is for the people in Scarsborough (Imagine, having a DIPLOMACY SCARSBOROUGH FAIRE?), Scarsdale, Hoboken, Newhall, and Aberdeen (North Dakota, not Scotland). Why last year we even had a Telethon Game in Vermont!

If you'd like to host a DW Telethon game over Labor Day Weekend please let me know. Next issue we'll publish a master list of where the games are to be played, with all the details. We'll encourage DW family members and other Dippy players to attend your event. If nothing else, it will give you a chance to meet other DW family members in your area. You might be surprised...

FTF Dippy players are different and PBM Dippy players aren't half as strange as you might think. So, why not pack up and go enjoy a Labor Day Weekend of playing Diplomacy? It's easy, it's fun, and it will help DW. What more could you ask for?

Are you game?

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## HOW I GOT PINCHED BY ROMAN FINGERS

IN 1982 CN

By Steven R. Courtemanche

Stick around, and see how this Jackass wound up in the glue factory. But remember, I was just a PBM novice then...

My first play-by-mail Diplomacy game was in KAISSA. The GM was Elmer Hinton. The cast of characters went like this: Ray Boly (Germany), Melinda Ann Holley (Russia), Paul Kogut (Turkey), Kathy Byrne (Italy), Ed Hinton (England) and Geoffrey Richard (France). I was Austria. The GM casually mentioned that Kathy was a three-time postal winner with Italy. One would not believe what that did for my morale.

I was a college student in those days, and enjoyed the luxury of endless letter-writing hours. Rumor had it that my mailman wanted to sue me for cruel and unusual punishment. So did the players who read my press.

A good Diplomacy player is a schmooze artist, someone who can hold a martini in one hand and a sharp knife in the other, able to toast or stab at a moment's notice. I believe that I was a good player, and I dove into the job with relish, and a little mustard too. Just too bad I couldn't cut it.

The battle lines were drawn in my mind. Russia seemed very pliable, while Italy was just too dangerous to have around. France was willing to lend a hand, so Spring 1901 saw Fleet Trieste-Adriatic, along with Armies Vienna-Trieste and Budapest-Serbia. It was pleasing to see France in Piedmont, but Russia did not fare as well, seeing as Fleet Sevastapol and Army Moscow stumbled over each other while Warsaw held. How was I going to wage a two-front war without support? Public Enemy #1: Kathy Byrne's Italy.

The following negotiating session was interesting. There was the expected tirade from Italy. Why was she so upset? With armies in Venice and Tyrolia, she was threatening either Trieste or Vienna. France continued promising support, so I wasn't worried. The Turkish player was in Bulgaria, Constantinople, and the Black Sea. Decision time: Should I make friends with him or support Russia? Russia needed me more---and was less likely to turn---so I stuck with my original pre-game plan.

Fall 1901 came out, and it was a disaster. The Italian was having an orgy in Vienna while I plundered Venice with a fleet. I hadn't made the brightest of moves, but I expected her to attack Trieste instead of moving from Tyrolia to Vienna. The Frenchman backed out of our understanding; he wound up in Tyrolia and Munich. If he had gone to Tuscany, he could have helped me drive a knife into Italy. When Melinda's Russia banged on the door in Rumania, Kogut's Turkey was already inside, waiting. My support for Russia would bring together Enemies #1 and #2. If I was lucky, France was neutral. If I wasn't, he could well be Enemy #3. I was sure going to need a fast talker or fast footwork. Paging Perry Mason! Tearing off the calendar pages before Winter 1901, I knew I had to change some of my plans. Without France and a strong Turkey, continued warfare with Italy would wipe me off the board. Capturing Venice with the

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fleet helped because I was not backing Rome against the wall. Maybe she would listen to me, and throw in her lot with Russia against Turkey. If France would build a fleet in Marseillies, I could keep fending off Italy.

Winter 1901 make it all too clear that I would have to make peace with Italy. The French player had built armies in Marseilles and Paris. The Turk was tailgating the Russian by building an army in Smyrna and a fleet in Constantinople. I, meanwhile, was setting my sights on Greece, but if Turkey wanted it too, Turkey would end up getting it. Russia was opening up a two-front war with England by building in St. Petersburg. Putting a hand in that hornet's nest was going to hurt. My only possible build was in Budapest. Italy set up a fleet in Naples, so I believed we had a deal.

The crucial year 1902 came in with a flourish. Turkey seized the Aegean Sea from Constantinople, as Bulgaria tried to slip behind my lines in Serbia. The Turkish army in Rumania was demolished, thanks to Russia---my army in Budapest was supported to Rumania by her units in Galicia and Sevastapol. I couldn't believe what I was seeing, but I enjoyed every minute of it. Italy seemed to be going schizoid. One fleet wandered over to ~~Elab~~ West Mediterranean from Tunis, and Naples jumped into the Ionian. France was no help whatsoever; he maneuvered to get rid of Germany, who NMR'd. The Tsarina set up shop in Denmark, so I didn't believe Germany would be tempted to return. England and Russia continued to square off like any two female hobbyists over Woody. This game was getting messy.

It was the fall of 1902. Italy made proposals to me that didn't seem to make much sense. Finally, I made a counter-proposal which she agreed to: I would give her Venice, she would give me Naples, and the Russian would get Rumania, which was mine. The exchange brought more units to the front more quickly. Greece was still neutral and I wanted to be sure it went to our side. My army in Rumania cut Turkey's support as he tried to smuggle another army to Greece in the dead of the night. That army was AWOL in the bars of Constantinople as I supported Italy into Greece with my army in Serbia. Maybe this game could be salvaged. Turkey was stymied; Russia, Italy, and I were ready to rush west against France, who was the power on the board. Frogs were hopping everywhere! Tyrolia, Munich, Belgium...

The Tsarina spent Winter 1902 skiing through the Twilight Zone, it seemed--- she sent in press, but no builds! This bogged down our plans a bit.

Spring 1903 saw splendid gains against France. However, Germany repossessed Munich from French control like any good used-car dealer, as Italy helped me boot the Frenchman out of Tyrolia. I moved up into Galicia to free a spot for a build. My fleet in Naples succeeded in going to the Ionian for an end-run of Turkey. Turkey began to splash his way out of his corner, as his army in Bulgaria rolled into Greece, pushing Italy's fleet into Albania. England was making Russia sweat as he marched into Sweden and began leaning on St. Petersburg.

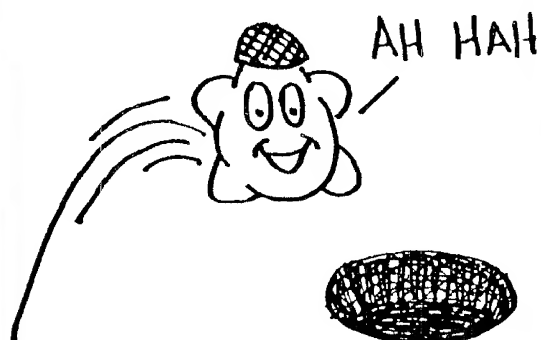
Fall 1903 was my stock-market crash of 1929. Elmer's headline read: "Jackass Sold to Glue Factory." My attention was focused on what I thought were the main threats to our alliance, Turkey and France. It was my intent to keep Munich where it belonged, with Germany, and to that end my army in Tyrolia supported him. Italy promised an attack on Greece to avenge the threat she had suffered through, so I felt safe to support Russia to Bulgaria. My fleet completed its end-run of Turkey, as the Eastern Mediterranean was mine.

It was all for nothing, however. Italian treachery saw her armies in Vienna and Venice move into my unoccupied centers, and Naples welcome its home-grown sailors with open arms, while Turkey moved into Serbia with no opposition. From a four-center power, I shot down to zero in one season. Looking back, red-faced, all I can say is, "Elmer...pass the glue!"

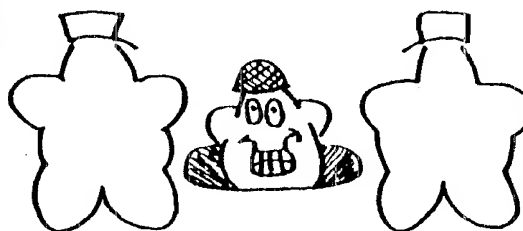
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## DIPPY DOODLES

JR



I WAS JUST PASSING  
THRU GUYS - HONEST!



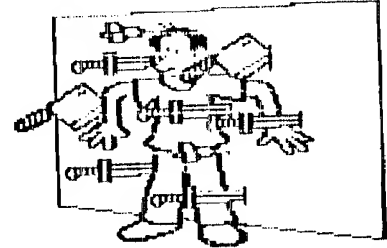
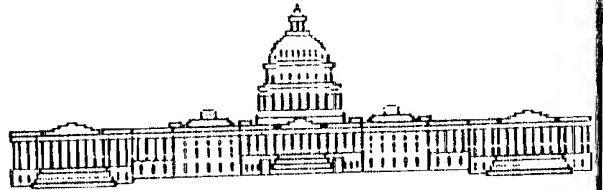
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### DIPLOMACY WORLD 43: A SNEAKY PREVIEW

The next issue of DW, due out in late July will focus on people in the hobby and game of Diplomacy. I hope to have a big spread on DIPCON, something more than just the usual con report. We'll have the first reports on our new batch of Demonstration Games, complete with the first year (or two) of moves for both the Stellar Cast and Vopicka Games. We'll bring you up to date on what's happening in the MAGUS DW Support Game and perhaps even have a game start for the INTERNATIONAL Demonstration Game, so we'll be doing a lot about game starts and opening games. Hopefully, if you all contribute, we'll have a lot of human interest stuff and some intriguing biographies/analysis of those TOP THREE BOARD lists from the DTRS and IPR. There's a big quiz from Don Del Grande, part three of Tom Hurst's series, the results of the Raffle, and news about the Labor Day Weekend Telethon for DW, and more. I've got a lot of left over stuff from this issue and I know Kathy will have more. So, look for an exciting summer issue. You are all encouraged to submit materials for the issue. We are always looking for items, especially from new contributors. The two things I'm most interested in are your impressions of DIPCON (if you go) and your paragraphs on players in that TOP THREE BOARD group. Beyond that, I'm looking for stuff on Opening Games (e.g. Winter 1900, Spring, Fall, and Winter 1901), both FTF and PBM.

KEN PEEL: OUR MAN IN WASHINGTON

It's only appropriate, I suppose that DW have its own man in Washington. Ours is Ken Peel: DW's East Coast Regional Editor, publisher of *POLITESSE*, the official journal of The Washington Area's Oldest Retinue (Tacitly) Highly Organized Gamesters; and one of the members of this year's DIPCON administrative committee. Unofficially, Ken is the hobby's senior worry wart and resident gossip. And he fulfills all of these functions superbly well.



In an age when feuding is all the rage and raging by telephone is what feuders like to do most, Ken uses the telephone as a peacemaker's tool and his natural diplomatic talents to sooth ruffled feathers all over the hobby. He's probably been responsible for ending, or preventing more feuds than the rest of the hobby put together. He's one of the few people in the hobby who bother to track down rumors to their sources and subjects and see if they are true, before he shoots off his mouth. In fact, it was him doing just that that is probably responsible for your being able to read this. As most of you know it was a phone call to me from Ken concerning DW's status that led to last fall's effort to save DW. His call led to others and the chain of positive events started by that one call is still forging new links around the hobby. But let Ken tell us how and why he does it on his own terms and in his own words:

"Well, I would have to say that that was the easiest six-pack that I ever won. Of course, the two long distance calls that it required during day rates (one to you and one to him) probably also made it one of the most expensive six-packs I ever got at no cost.

"I hope that you didn't think that I was nit-picking. It was just that when I talked with him yesterday, he was like a volcano that could use a good bit of venting of steam. When I talked to him after talking to you, he was totally assuaged. Often times, the very process of seeking to resolve an issue is nearly enough to make it evaporate. So often, people just want to let things simmer, or only talk to those who will simmer along with them. Moral indignation is so soothing to the ego that if it is not dealt with quickly (and here comes the primacy of the telephone), it can feed upon itself and lead to a public explosion that gives birth to a controversy that gives birth to a feud. And all this can so easily happen without any genuine attempt by the supposedly injured party to seek accommodation of his concerns directly and privately first with the supposed instigator. The reason that such accommodation is often not sought is the same reason that so many things get blown out of scale in the first place: personality conflicts.

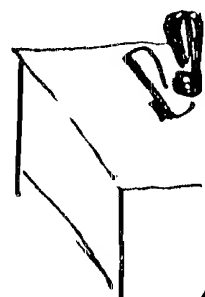
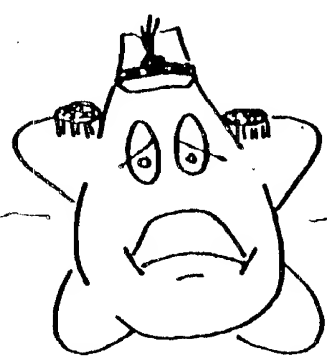
"There is no getting around such core conflicts, alas, but that doesn't ever excuse in my book avoiding basic human politeness and good faith attempts to resolve conflicts. That is why I think that the telephone can be such a constructive tool. It can reach out instantaneously to all parties concerned and at least clarify issues. I have seen the delay intrinsic to postal communication escalate problems, as people end up responding not to the most recent communications and statements, but to one or two previous to that. So if a cycle of

accommodation is started by one party, it is often cut short by something mailed to that party prior to receipt of the tentative outstretched hand. The Cuban Missile Crisis and the -- Affair comes to mind, although the latter remains uncertain."

Besides healing hobby wounds, Ken also works as a Minority Staff Consultant for the House Committee on Foreign Affairs Subcommittee on International Operations. And in typical bureaucratic fashion our great peacemaker is involved in the government's growing concern with terrorism and the security of U.S. interests overseas. Can you imagine a telephone conversation between Ken and the Ayatollah or Khadafy? I had a chance to meet Ken face to face for the first time last winter when he was visiting his family in southern California. He's about what you would expect for a Californian transplanted to Washington. He wears woolen coats and sweaters in sunny weather, reads trashy science fiction and fantasy (About the same stuff as Conrad Minshall--I have a whole library of books left here by Diplomacy visitors; none of them any good!), drives his sister's car (a beautiful old Mercedes), and listens to jungle bunny rock. But he's not all bad, he does eat lasagna.

If you show up at DIPCON this year you'll have a chance to meet him for yourself. In fact, if you show up at his place in Silver Springs the Thursday night prior to the start of the Con you'll have a good chance of meeting a big hunk of the Canadian Diplomacy bloc (And no, I'm not talking about Steve Hutton.) and some lesser luminaries such as Brux Linsey and perhaps even the Supreme Peericrat himself. Don't worry, though, you'll know Ken the moment you see him. He's the one walking around with the telephone in his hand, a pager on his belt, and a satellite dish on top of his UCLA beanie. Oh yes, I understand Ken's going to be the first person in the hobby with his own 800 telephone number.

EMPLOYMENT  
OFFICE



IT'S A MIDLIFE CRISIS! I'VE  
BEEN DIPPING FOR 40 YEARS  
AND I CAN'T TAKE THE ABBUSE.

EMPLOY  
OFF



TODAY'S YOUR LUCKY DAY.  
I HAVE AN OPENING  
FOR A PIN CUSHION!

## THE ELECTRONIC DIPLOMAT

by Ken Hill

Hi, folks. Welcome to the reincarnated column concerning Play By Electronic Mail Diplomacy here in Dip World. I am taking over the old column, If A=Z Then This Must Be Dippy, from Russ Sipe. My purpose with this first column is to bring everyone up to date to what is happening with the PBEM section of the Dip hobby.

First, because most readers do not know me, allow me to give you a little description of my background. Currently, I am editor of "The Armchair Diplomat" which is a weekly, electronic publication on the CompuServe Information Service. I began playing Diplomacy about seven years ago and last year, encountered the Dip hobby on CIS. Before my experience with CompuServe, I had only played face-to-face, never by mail. I knew that a large PBM hobby existed but the idea of waiting for weeks for turns to be resolved did not appeal to me. Hence, I became involved in the electronic mail environment. I began as GM for two games and, in November, took over as editor of TAD from the retiring Russ Sipe. Russ has been a true pioneer in the PBEM world and he leaves very big shoes to fill.

Currently, we have started and finished a total of 12 games on CompuServe with two new games (C17 & C18) getting under way at the end of March. We have approximately 40 active players and 4 active GM's. There are six active games running at the present time. We start new games often and are always in need of new players. Many of our players are folks who used to play by mail and after using E-Mail, will never go back.

Move deadlines are generally every two weeks on Saturdays by midnight. Because every message is time-marked by the system, it is possible to know exactly when the message was sent. Negotiation can be done through private message between players. Communications can be either instantaneous or take up to twenty minutes to be "delivered" to another player's electronic mailbox, depending on the method chosen for communication. Players can also meet for live negotiation through an electronic "conference." We also have an area for Diplomacy on THE GAMER'S FORUM, a special interest group area on the network. The area has a public message board (for news or press) and a database containing the house rules, Dip related articles and back issues of THE ARMCHAIR DIPLOMAT. TAD is published weekly, on Tuesdays. Players log on to the system, go to our area on the network and read the TAD which contains the latest game reports, news, and discussions of the Diplomacy topics.

There are also games being run on other networks. Players have reported that a game has been formed on DELPHI and several local games are being run on Bulletin Board Systems in different parts of the country. As far as we can tell, though, CompuServe has the largest and most organized base of PBEM players in the country.

If you are interested in becoming a PBEM player or just want additional information, feel free to write me. My address is 3092 Sawdust Lane, Dublin, OH 43017. I would be happy to help get you started. If you are already a subscriber to CompuServe, you can reach me at by Easyplex using my PPN [70357,431].

Next time, I will outline the advantages of PBEM Diplomacy play over PBM and why I prefer PBEM even over face-to-face games. Thanks for listening.



# The North American Diplomacy Players Survey #3 Results

by Bruce Linsey

72 people participated in NADPS #3, not counting one whose ballot had to be discarded because it was unsigned and I couldn't determine who s/he was. Thanks to the following people for casting ballots (no particular order):

Rex Martin	Pat Conlon	James Early	Joe Clement
JR Baker	Simon Billenness	Ken Peel	Mark Coldiron
Gary Coughlan	James Lawniczak	Bob O'Donnell	Craig Mills
Fred Davis	Charles Egli	Doug Brown	Steve Cooley
Ken Gestiehr	Bruce Linsey	Konrad Baumeister	Frank Cunliffe
Ronald Kelly	Ron Krukowski	Conrad Minshall	Shelton Fugate
Bill Quinn	Sherwood Tucker	David McCrumb	Rick Dorsey
Dan McCooley	Mark Berch	Stephen Dycus	Mark Lew
Robert Acheson	Nick Felella	Mike Conner	James Burgess
Eric Diamond	Lew Pulsipher	Pierre Touchette	Merle Robinson
Paul Gardner	Terence Ross	Chris Carrier	Paul Boben
Steven Nozik	David Pierce	Bruce Geryk	Tony Dousette
RL Stimmel	John Ringhoffer	Conrad von Metzke	Ken Kohn
Jim Phosa	Doug Baker	Ken Hager	Larry Peery
Bob Addison	Richard Reilly	Pete Kurucz	Hugh Christie
Jeff Breidenstein	JC Hodgins	Randy Ellis	Paul Rauterberg
Keith Kline	Bart Levy	Karl Brockmeier	Stephen Swigger
Jim Ferguson	Randolph Smyth	John Vogel	Mike Barno

I'll take the responses to the questions in the same order they were posed, perhaps with a bit of my own commentary. (Note that the number of responses will rarely (if ever) sum to 72, since many people didn't answer all of the questions.)

Age (ranged from 16 to 59): 5 people are in their teens, 27 are in their twenties, 30 are in their thirties, and 9 are 40 or older.

Sex: 70 male, 0 female, 1 "yes". One wise guy in every crowd...

Year began playing postal Dip: Almost exactly half date back to the '70s, a surprisingly high figure.

Year began playing FTF Dip: I didn't tabulate this exactly. A quick scroll through the numbers shows that this answer is typically one to three years before the player's first postal game.

Year began other forms of Dip: typically around the same time as FTF -- there wasn't enough response to give meaningful breakdowns.

Have you ever played as a replacement in postal Dip? 57 said yes, 13 said no.

Do you or did you publish a dipzine? 22 said yes, 49 said no.

Do you or did you GM postal Dip games or variants? 24 said yes, 47 said no.

How many hours per week do you devote to postal Diplomacy? Answers ranged from 0 to 20+, with 2-10 being typical responses.

How well do you think you play postal Diplomacy (0 = very poorly, 5 = average, 10 = very well)? Answers ranged from 0 to 10, with 5-8 being typical.

How well do you think you play FTF Diplomacy? Again, answers ranged from 0 to 10, with 5-8 being typical.

How many postal Dipgames (standard and variant) have you played in? 28 people said 0-5, 17 people said 6-10, 16 said 11-20, 6 said 21-40, 4 said 41+.

Did you respond to NADPS #1 or 2? Only 7 people did.

How many Dipzines do you read regularly (not counting subzines)? 21 people said 0-3, 19 people said 4-6, 8 people said 7-9, 26 people said 10+.

How many overseas dipzines do you read regularly? Answers ranged from 0 to 25, with the majority by far being 0.

Are you married? 39 nos, 30 yesses, and a snicker or two.  
 Are you a student? 42 said no, 27 said yes.  
 Do you play Bridge? (23 do) Board wargames? (35 do) Role-playing games? (24 do)  
 DIPvariants? (31 do) Computer games? (29 do)  
 Do you own a computer? (17 do) If so, do you own a modem? (8 do) Do you read  
 science fiction? (51 do) Do you play non-Dip games by mail? (48 do)  
 How many pages of game press releases do you write per quarter year? 34 people said 0-1,  
 22 people said 1-5, 9 people said 6-10, 5 people said 11-20.  
 Have you read from the Gamer's Guide to Diplomacy (R. Walker)? (50 have) Diplomacy  
 Games and Variants (L. Pulsipher)? (15 have) The Game of Diplomacy (R. Sharp)?  
 (23 have) Strategy & Tactics of Postal Diplomacy (L. Peery)? (14 have) Supernova,  
 (B. Linsey)? (46 have) Lexicon of Diplomacy (M. Berch)? (33 have) SF/F Variants  
 Package (L. Pulsipher)? (4 have) Lord of the Rings (Tolkien)? (30 have) Getting  
 to Yes (Fisher and Urey)? (2 literate souls!) You Can Negotiate Anything (Cohen)?  
 (4 have) Foundation Trilogy (I. Asimov)? (32 have)  
 Name the five most important people in Diplomacy fandom (lots of people understandably  
 left this blank. I wasn't too thrilled about its inclusion myself): Kathy Byrne --  
 29 votes, Bruce Linsey -- 28, Mark Berch -- 25, Rod Walker -- 24, Larry Peery -- 20,  
 Gary Coughlan -- 13, Fred Davis -- 9, Bill Quinn -- 7, Steve Hutton -- 5, Steve  
 Langley -- 5, Lee Kendler -- 4, 3 votes each for John Boardman, Keith Sherwood, and  
 Randolph Smyth; 2 votes each for Pete Caughan, Walt Buchanan, Jim Burgess, Scott Hanson,  
 Allan Calhamer, Doug Beyerlein, and Conrad von Metzke; 1 vote each for Terry Tallman,  
 Dave Kleiman, David McCrumb, Richard Walkerdine, Ed Wrobel, Richard Sharp, Ken Peel,  
 Robert Sacks, George Graessle, Jeff Richmond, Russell Sipe, Nick Marks, Steve Knight,  
 Ron Spitzer, and Eric Ozog.  
 Name the five most skilled postal Dip players: Kathy Byrne -- 15 votes, Dan Stafford --  
 10, Randolph Smyth -- 8, Mark Berch -- 7, Paul Rautenberg -- 6, Edi Birsan -- 4,  
 Phil Redmond -- 4, Doug Beyerlein -- 4, John Crosby -- 3, Don Ditter -- 3, Ron  
 Spitzer -- 3, numerous players with 1 or 2 votes.  
 Name your five favorite active dipzines: Diplomacy World -- 23 votes, Europa Express --  
 19, Excelsior -- 16, Diplomacy Digest -- 15, No Fixed Address -- 12, Magus -- 8,  
The Diplomat -- 7, Bushwacker -- 7, Costaguana -- 6, Graustark -- 5, 4 votes each for  
Whitestonia/KK, The Inner Light, It's a Trap, Frobozz, Xenogogic, and So I Lied;  
 3 votes each for Midlife Crisis, The Razor's Edge, Sleepless Knights, Politesse,  
Macabre, and Benzene; 1 or 2 votes for a large number of others. This method of polling,  
 unlike the Runestone Poll, favors zines with high circulations, as you can see from  
 some of the results.  
 What postal deadline length do you prefer (weeks)? 4 people said 2, 18 said 3,  
 32 said 4, 13 said 5, 4 said 6.  
 What would be a reasonable game fee for an experienced GM with a good reputation?  
 The most common figure named by far was \$5.00. A fairly large number of people said  
 \$10.00.  
 How should countries be assigned (chance or player preference)? 44 said by preference;  
 21 said by chance.  
 Who owns the postal game -- the GM or the players? 9 said the GM, 52 said the players,  
 and 5 said both. In my opinion, "both" is closest to being correct.  
 Think about your ideal of a zine to play in. The number of games should be; responses  
 went all the way up to 100 (1), though 5 and 6 were the two most frequently mentioned  
 numbers.  
 Circulation would be: 3 people said less than 25, 24 said 26-50, 26 said 51-100,  
 and 12 said 100+.  
 Number of editors: The guy that said 100 games said 20. Aside from that, the majority  
 (the vast majority) said 1, with a smattering of 2s.  
 Number of subzines: About an even split between 0 and 1, with a handful of 2s and  
 higher numbers, including a 19.

Assign numbers (0 = weakest, 5 = average, 10 = strongest) indicating the relative importance of these elements of postal play.

Tactics: scored lower than the other two elements. I didn't tabulate these exactly, but the numbers mentioned frequently were 3, 5, and 6.

Strategy: typically people placed strategy between tactics and negotiations in importance, with a smattering of people placing it lowest and a few rating it equally with negotiations. The numbers most frequently assigned were 5, 7, and 8.

Negotiations: generally regarded as of the highest importance. Nearly half the respondents rated it a 10, with other answers typically being 8 and 9.

In a perfectly-played game of Dip, what would be the inevitable outcome? There was an almost even three-way split among "no inevitable outcome", "win", and "7-way draw". Five people chose "3-way draw", five chose "2-way draw", and one person said "4-way draw". There is in fact no such beast as a "perfectly-played game of Dip", since negotiations do not offer a finite and measurable selection of decisions, so the correct answer (he decreed...) is "no inevitable outcome".

Assign numbers from 0 to 10 to indicate the relative strength of the countries in postal Dip. Russia and France topped most people's lists, with England making a surprisingly strong showing as well. Italy ended up in most people's cellars, as expected. A handful of people rated Turkey a 10, higher than any other power (on those people's sheets). This probably reflects the fact that Turkey is certainly the strongest defensive power in the game.

Assign numbers to indicate comparative value to you of the following Dipgame finishes, with 0 being low (no importance) and 100 being high (greatest importance). Practically everyone had a win rated as 100, except for one guy who clearly misread the question and another who rated it at 50 (he had second place as 100), and two others who said 80 and 90 (both with two-way draw rated higher). About two-thirds rated a two-way higher than second place; about 10 people had second place higher and about an equal number had them tied. A handful of people gave 100 to a win and 0s across the board to the other possible outcomes. And at least one person was just being goofy. (v)  
What percentage would you say is played by chance in each of the following: Bridge, chess, poker, Diplomacy, advanced D&D? The bridge and D&D questions were answered by significantly fewer people than the others. Most answers for Dip were in the 5-15% range; not many people said 0%, which is my answer. This baffles me. Aside from the draw for countries, which is really a pre-game activity, what role does chance play at all in Diplomacy? In contrast, chess received a large number of 0s, with the remaining estimates usually being 5 or 10%. The other three all ranged widely, with answers typically being around 50%, give or take 20 percentage points. Actually, the question isn't quite fair. In poker (for example), chance plays an extremely large role in the outcome of any given hand, but over the course of a long session the luck evens out and skill plays the dominant role.

List your country playing preferences from most preferred to least preferred. England topped the list, followed by France, Russia, Germany, Turkey, Italy and Austria. An enormous number of people had Italy and Austria second-to-last and last respectively. List in order the four strongest two-country alliances in Dip. R-T ran away with the balloting, being mentioned among the top four by all but six people. E-F was a distant second. E-G, I-R, A-R, and F-G were all mentioned at least a dozen times each. For the remaining questions, A = agree strongly, B = agree somewhat, C = neutral or no opinion, D = disagree somewhat, E = disagree strongly, Z = not familiar with the idea.

If the army or fleet designation is missing from an order, or is wrong, the order should be disallowed. A--14, B--6, C--7, D--26, E--13. One person correctly pointed out that this should have been two separate questions ("missing" and "wrong"), and split his vote accordingly. I voted for disallowing the order.

The GM should strictly maintain his deadlines, not allowing late orders under any circumstances. A--19, B--18, C--2, D--25, E--4.

GMs generally aren't considerate enough of the interests of players. A--1, B--3, C--21, D--26, E--11, Z--4

It is better to be a one-unit puppy than to be wiped out. A--27, B--14, C--15, D--5, E--5, Z--1

Diplomacy is the best game I ever played. A--18, B--15, C--13, D--12, E--11.  
 The maintenance of the Boardman Numbers is vital to the hobby. A--13, B--21, C--12, D--13, E--5, Z--2  
 The Novice Packet (Supernova) is vital to the hobby. A--12, B--22, C--12, D--8, E--4, Z--6. To those who said they've never heard of it, it's available from me (Bruce Linsey, 73 Ashuelot St., Apt.3, Dalton, MA 01226) for a little ol' buck!  
 "How to Win" articles contribute to my enjoyment of the hobby. A--22, B--12, C--13, D--7, E--8, Z--3.  
 "How to Win" articles help improve my playing ability. A--13, B--11, C--24, D--7, E--9, Z--2.  
 With unlimited time, FTF games are more likely to end in a draw than postal games. A--10, B--13, C--8, D--17, E--15, Z--3.  
 Unordered units should not be eliminated when dislodged, in order to minimize the effect of missed moves on postal Dip. A--27, B--14, C--11, D--3, E--6, Z--5. My apologies that the question as originally posed didn't have the comma, making its meaning a bit unclear.  
 A unit ordered both to hold and support is double-ordered, and therefore unordered. A--27, B--5, C--4, D--14, E--18, Z--1. I polled Voice of Doom's readers once on this question after I had ruled that hold + support = double-ordered. Then as now, the majority agreed with that ruling. But the controversy generated was large enough even to flow over into DW!  
 GMs should publish reasonably comprehensive house rules to set forth their specific procedures for their players. A--39, B--19, C--7, D--4, E--0. I like it! There is a small but loud minority of people in this hobby who misunderstand the purpose of house rules entirely. Good house rules are an essential guide for the meticulous player. A GM should not try to GM more than six games at once. A--12, B--23, C--16, D--11, E--4, Z--1.  
 There ought to be a "world championship" postal Dip tournament. A--9, B--11, C--18, D--13, E--14, Z--3.  
 There ought to be a "world championship" FTF Dip tournament. A--11, B--12, C--14, D--14, E--14, Z--3.  
 "Demonstration games" contribute to my enjoyment of the hobby. A--27, B--12, C--8, D--18, E--3, Z--1.  
 There ought to be a single universal rating system as in chess. A--24, B--7, C--25, D--5, E--6, Z--2.  
 I never ally again in the same game with someone who stabbed me. A--4, B--8, C--4, D--14, E--33, Z--3.  
 I never ally again in any game with someone who stabbed me. A--2, B--9, C--4, D--12, E--36, Z--3.  
 I enjoy postal Dip more than FTF. A--10, B--10, C--15, D--21, E--11, Z--2.

And then's the results -- hope y'all enjoyed it as much as I enjoyed conducting it! Initially, I was planning to send these first only to DW, but Larry has indicated that he wouldn't be publishing the results, so I'm sending copies to all publishers who printed the survey form and the others who requested copies. Sorry 'bout the lateness -- I was waiting for stragglers to arrive. There were no mass mailings, and the results were presented in considerably less detail than, say, the Runestone results. Which reminds me...it's time to start gearing up for Runestone '86 -- you'll all be hearing from me about that shortly!

And -- almost forgot -- the door prizes were won by the following respondents; copies of the Science Fiction and Fantasy Diplomacy Variants Package to Konrad Baumeister and Rick Dorsey, a copy of the "Diplomacy Chronology" or any two variants published by Fred Davis to Frank Cunliffe, a copy of Supernova to Keith Kline, a copy of The Cream Shall Rise #1 to Paul Boben, and a copy of the Lexicon of Diplomacy to Stephen Swigger. Prizes may be substituted for others of equal value, or given to alternate recipients of the winner's choice. Winners are being notified by mail.

Publisher's Note: The article below appears inspite of the objections of several /65/  
members of the DW staff, who felt it was "irrelevant". I decided to publish it anyway  
because I asked for it and because I happen to like it. You decide for yourself.....

Last year, DW featured an article called Pigtalk. And surely you Excelsior readers  
are all familiar with Hobbytalk and Polltalk. Well, we all know that talk is cheap, so  
now DW proudly presents...



by BRUX Linsey

I've always known that the Diplomacy hobby had to be good for something. Now, before  
I go on, I must warn you that if you were a Voice of Doom reader a couple of years ago,  
then you're already familiar with this story. It has to do with an unwelcome visitor to  
my apartment, and how I was finally able to rid myself of this unpleasant company. No,  
I'm not talking about you, Paul G., nor you, Simon B. (heh, heh). I refer, of course, to  
the cricket that came to visit two winters ago. Why am I telling this story again? For  
one thing, it's a clear illustration of how Diplomacy is good for something. And for  
another...well, never mind, I'm not going to tell you what Captain Peery threatened to  
do with the charred remains of the fragments of my corpse if I didn't write this up for  
Diplomacy World. But I know you'd all miss me, and we couldn't let that happen!

Anyway, back to my pet cricket. It all began in the early months of 1984, when one  
day I came home from work and heard The Sound.

CHEEEP!

I stopped. I listened. Surely nobody was talking to me that way.

CHEEEP!

"I am not!", I retorted. "Jewish I may be, but I'm not cheap!"

CHEEEP!

"Oh, c'mon! Look, my zine costs a mere 50¢, samples are free, and..."

CHEEEP!

The voice was persistent. It suddenly struck me that I was the only person in the  
room. There wasn't anyone else there who could be going...

CHEEEP!

A cricket! It had to be a cricket!

With that realization, three thoughts entered my mind in quick succession. First,  
that I ought to be ashamed of myself for having a conversation with a cricket. Second,  
that I wasn't ashamed because, after all, nobody else was there to hear; besides, I  
talk with Gary Coughlan all the time too, so what the hell. Third, that I had to get  
rid of that cricket.

CHEEEP!

I tumbled out of my reverie and into the kitchen. Where had I put that can of Raid?  
And how did I come to be plagued by this...this...bug?

Bug! That was it! Someone (and I dare not say who, but the initials are K.B.) had  
bugged my apartment! "I'll get you back," I spat through clenched teeth. "I'll pay  
you back for this if it's the last thing I do, Konrad Baumeister!" But first I had to  
get rid of that damned cricket.

CHEEEP!

I stalked around the perimeter of the room, the spray can tightly in hand and ready  
to fire at a moment's notice.

CHEEEP!

The thing eluded me. I looked under the carpet.

CHEEEP!

I looked behind the couch.

CHEEEP!

I got down on my knees, lifted up the couch, and stood it on end. I'd find that sucker yet!

CHEEEP!

Frantic now, I flung the couch out of the living room entirely and into the kitchen.

CHEEEP!

The table, the bookcase, a file cabinet, the T.V., two chairs, a floor lamp, and the carpet followed the couch in quick succession. But there was no cricket to be seen anywhere. And the room was as bare as Mark Berch's head. I'd need a drink if I heard one more...

CHEEEP!

It wasn't till some hours later, as I began to emerge from my hangover, that it dawned on me that the damned thing had to be hiding under a floorboard. A quick check revealed no loose planks in the floor, and my unwelcome guest was still going...

CHEEEP!

That was the first day. In the ensuing months, I gradually got used to my apartment mate. Now, I'm not going to say that I actually got to like my new friend, no sir. But, living alone does tend to leave one with a dearth of people to talk to, and besides, you've all heard that old saying about how if you can't lick 'em, you might as well join 'em. Suffice it to say that, despite my companion's rather limited vocabulary, we, um...we...

Well, we shared a few conversations.

I mentioned that the whole point of this story was to illustrate that Diplomacy is good for something. Well, if it weren't for Diplomacy, then there wouldn't be a Diplomacy con called MaryCon. And if it weren't for MaryCon, then a certain player named Dave Lincoln wouldn't have wanted to ride down there with me. And had Dave Lincoln not been riding down to MaryCon with me, he wouldn't have come to stay at my apartment the night before.

But, Diplomacy does exist, we do have MaryCon, Dave Lincoln did decide to go, we were going to drive down together, and he did arrive at my place the night before.

"Come in," I welcomed him. "You get the living room floor tonight. But I hope you don't mind sleeping with my pet cricket."

He looked puzzled. I told him everything I've just told you. When I reached the part about how I and the cricket spent many cozy nights chatting intimately with each other, he looked at me kind of funny and began, slowly, backing out the door. "It's all right," I hastened to reassure him, "you're not interrupting us. Here, let me introduce you."

The cricket was silent for a minute. Just being shy in the company of a stranger, I thought, but in fact it must have known what was about to happen.

CHEEEP!

Dave looked up at the smoke detector on the living room ceiling, reached up and pulled it down, and took out the year-old battery. I listened. Silence. My face was red. I instantly knew that this story was going to see print. But at least that damned cricket was finally dead.

So it was that thanks to Diplomacy, I was rid of my unwanted visitor. I always knew that this hobby was good for something. By Jiminy!

/I'm still experimenting with the best way to handle the publication of news and announcements in DW. For the moment I've tried to group related items together into one of four groups: Hobby News, Hobby Services, DW News, and Game Openings. The important thing is that if you want your news or announcement to reach the hobby you need to send it to me (Larry Peery, Box 8416, San Diego, CA 92102, USA) by the 1st of the month prior to publication. Be sure to mark it for DW News. Be sure to use the DW news form if you can, it makes the paper shuffling easier./

## I. HOBBY NEWS

AWARDS: 'Tis the season for awards and there are a lot of them coming down the pike about now. Enclosed with this mailing is a special ballot for the 1986 Don Miller Memorial Award (for service to the hobby), the Rod Walker Award (for literary achievement), the John Koning Memorial Award (for outstanding play of Diplomacy), the 1986 Runestone Poll, the 1986 Marco Poll, the 1986 Freshman Zine Poll, and the 1986 Feuders Award; which gives you the option of returning the various ballots to each pollster or to us for forwarding to them. However you vote, be sure to vote.

The recipient of the 1986 Dot Happy Award (for successful folding of a zine) will be announced at DIPCON. Elmer Hinton is conducting an Archives Pubber Poll dealing with that subject (address below). Later this year elections will be held to select new members for the International Diplomacy Hall of Fame. And last, but not least, elsewhere in this issue are the results of the Texas Bull Players Survey, conducted by J.R. Baker. Awards are an important part of the hobby because they offer us an opportunity to recognize our best doing their best.

CONVENTIONS & TOURNAMENTS: Summer is also the time for conventions and tournaments and many of them feature Diplomacy events. The biggest is ORIGINS '86 to be held in Los Angeles July 3-6 and it always includes a major Diplomacy event. For info: Strategicon, Box 8399, Long Beach, CA 90808 (213-420-3675). DIPCON XIX will be held in conjunction with MARYCON IV this year in Fredericksburg, VA on May 30-1 June. See the detailed write up in this issue. Be sure to attend this one if you can. Later this summer, on 1-3 August to be precise, will be PEERICON VI, another exclusively Diplomacy event in San Diego. See the flyer for details on that one. History by now is ArlingCon II, hosted by Pete Gaughan on 18-20 April in Arlington, TX. Perhaps we'll have a write up on this one next issue. For the latest info on conventions in your area contact your regional editor. If you are interested in hosting a Diplomacy, or other gaming event please let us know well in advance so we can plug it in DW.

PUBLICATIONS & PROJECTS: Brux Linsey (73 Ashuelot St., #3, Dalton, MA 01226) is working on a Publisher's Handbook as a companion to his highly successful novice info package, SUPERNOVA. If you are interested in contributing to the work or in obtaining a copy, drop Brux a line. Coincidentally, DW is also producing a small "how to do it" booklet for would be publishers, editors, and gamesmasters. It will include three essays on these topics: It should be published by next issue and will sell for \$1.00 or so. Fred Davis, Jr., the NAVB Custodian is almost through with the new Catalogue of variants available from the NAVB, a collection of hundreds and hundreds of Diplomacy variants. When Fred does a job like this you know it is thorough and accurate so a \$2.00 investment in a copy is a good one (1427 Clairidge Rd., Baltimore, MD 21207). Elmer Hinton (20 Almont St., Nashua, NH 03060) has copies of his RWA nominated KAISSE #100 available for \$2.00. Much of the issue includes a 14,000 word essay on Diplomacy fundamentals. Worthwhile reading for any novice. Britain's Lend-Lease in Reverse to American Diplomacy, Simon Billenness (61A Park Ave., Albany, NY 12202-1722) has a couple of major projects under way. First the 6th edition of the ZINE REGISTER is now available for \$1.50. It lists most of the Dippy publications of North America, including game openings. Simon has also taken over for Gary Coughlan as DW's game openings editor and he will be handling the publication of PONTEVEDRIA/BARATARIA as of 31 May. A copy of this publication listing magazines with regular and variant Diplomacy game openings is free for a SASE and is regularly up-dated. Stephen Wilcox (5300 West Gulf Bank, #103, Houston, TX 77088) is still working on his project on game opening statistics and if you were involved in a PBM Dippy game start (as a publisher) you should get in touch with him, if he hasn't already contacted you. Stephen Swigger (35

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Sharrowlay Ct., Scarborough, Ontario, CANADA M1W 3T1 is also working on an interesting project. The 'Shadow' Project is dedicated to documenting what goes on in the minds of Diplomacy players as they make the decisions which eventually spell victory or defeat. Completed 'Shadow' Games will be published and eventually anthologized with proceeds from these publications going to fund other hobby projects. GM's and players are needed to host and play in 'Shadow' games. Most of the above publications and projects involve you spending some money. Here's a chance for you to make a little. To celebrate it's XXth anniversary as a Diplomacy magazine XENOGOGIC is sponsoring an essay contest for hobby members. Essays may be on any aspect of the game but must be not more than 4,000 words. The best essay will win a \$100 cash prize, along with 3 games of your choice donated by A-H, and publication in XENOGOGIC and purchase for publication in The GENERAL. Other cash and game prizes will also be donated. Complete details and rules are available from: XENOGOGIC/XXTH ESSAY CONTEST, Box 8416, San Diego, CA 92102. But you better hurry because the deadline for entries is 15 May.

PEOPLE AND PLACES: The Diplomacy hobby consists of people all over the world. Too often we forget that. Congratulations are in order to Steve Heinowski, the new assistant BNC who will be helping Bill Quinn with his duties. Congratulations also to Linda Stark/Gerald Asbury and Cathryn Gleasman/Jim Finley, both of whom are getting married this spring. Additional congrats to Jim, who is now a second lieutenant in the MSMC. Anybody want an officers gam Our best wishes go out to Daf Langley for a speedy recovery from her recent surgery. I hope you'll all take advantage of the enclosed get well card and send it along to Daf. I'm sure she'd appreciate hearing from you. Daf, in addition to being our own West Coast Regional Editor, hostess of DAFCONS, co-publisher of MAGUS, and custodian of the Freshman Zine Poll this year is also one of the most gracious people in the hobby.

## II. HOBBY SERVICES

Details on Diplomacy hobby services is available in our flyer, Diplomacy Hobby Facts 1986; which is available to anyone for a SASE. Items below are designed to update the info in the DHF sheet.

The hobby's newest service is the North American Zine Bank, run by Simon Billenness, address above. The NAZB provides novices and hobby newcomers with a package of sample Dippy zines which are donated by hobby publishers. In return for a large business size envelope (make that a 5" by 7" or 9" by 12" size) and \$2 to coverage postage, Simon will send you a batch of the latest Diplomacy publications. Its a good cheap way to see a lot of different zines quickly. For those of you interested in foreign (e.g. British) Diplomacy 'zines the British hobby sponsors ZINE WITH NO NAME, published by Martin Le Fevre, 1 Wellesley Nautical School, Blyth, Northumberland, NE24 3PF, UK., which does much the same thing as Simon is doing with the Zine Register. A copy is available for trade or for a couple of IPCs. Lee Kendter, Sr. (4347 Benner St., Philadelphia, PA 19135) publishes ALPHA and OMEGA, the journal of the Miller Number Custodian, who keeps track of variant Diplomacy games. Jim Burgess (100 Holden St., Providence, RI 02908-5731) is in charge of the US Orphan Service which looks after abandoned PBM Diplomacy games. If you're a pubber with room for an extra game, or someone who wants to try gamesmastering on a limited scale, or a player looking for a quick game fix, contact Jim. Steve Knight (11905 Winterthur Ln., #103, Reston, VA 22091) handles the International Subscription Exchange, a convenient way of ordering European Diplomacy publications while avoiding all the hassles of foreign currency exchange. Contact Steve for details on this invaluable service, and believe me, with check charges as high as they are for foreign checks it really is worth it. Finally, Ron Brown points out that I failed to mention the Canadian Diplomacy Organization in the above mentioned Diplomacy Hobby Fact Sheet. If you are a Canadian Diplomacy player you should know about the CDO, which provides many services to the Canadian hobby.



The current chairman of the CDO is Steve Hutton, 1175 Broadview Ave., No. 711, Toronto, Ontario, CANADA, or you can contact Bruce McIntyre, DW's Western Canadian Regional Editor, who is on the CDO admin committee.

### III. DIPLOMACY WORLD NEWS

Yes, DW is still making news. DW #41 was a sell out, as those who waited to re-sub discovered. We've increased our sub list about 15% since that issue appeared and I'm going to print enough extra issues of DW #42 to see us through until #43 appears, hopefully. I do have some copies of various back issues but none of DW #39 or #41. DW #43 will appear in late July and will feature a complete report on this year's DIPCON and news about our new Demo Games starts. Response to the first volume of the DIPLOMACY WORLD ANTHOLOGY has been excellent and over half of the first printing is sold. Copies are still available for \$10.00. The first volume includes the best articles from the first 39 issues of DW, as chosen by its past editors and publishers. We had originally planned to publish the second volume in the series this spring but at the request of Mark Berch we are delaying it's publication. Volume III will consist of all the variants published in past issues of DW, more than 40 complete variants with maps and rules. A reservation form is enclosed in this mailing so if you want to reserve a copy let us know now. The Reprint Series, a complete reprinting of the first 39 issues of DW, some 1,320 pages worth, was also a sell out, even with a price of \$75.00. Now you'll have to wait until next year. Copies of the INDEX AND MENU, DIPLOMACY WORLD, a computer generated listing of all published articles in DW's first 39 issues by author, subject, and title are available for \$2.00, a useful index if you are trying to find something in a back issue or trying to order a reprint. We've also just published our DW Advertiser's Guide, which contains information for those who may be interested in advertising in DW. Copies are free on request. Don't overlook the DW Raffle Announcement and the editorial in this issue on that project. It's important to the future growth and development of DW and the hobby.

The 1986 edition of the BLACK AND BLUE BOOK will be published around PEERICON time. This directory of hobby players, publications, and services is an invaluable tool for hobby activists. It lists everyone involved in the hobby by name, by area code, and by zip code, to make it easy to find them. The 1985 edition listed 1,066 entries. The goal for 1986 is 1,492, so if you are a hobby publisher please send us a copy of your mailing list. We need names, addresses, and telephone numbers. Copies will be available, in July, for \$5.00. We're also pleased to make a special offer to new DW subbers and novices in the hobby. Any new DW subber (starting with issue #42) or any novice (began playing PBM Dippy in 1986) can order a copy of the 1985 edition of the BBB and receive a copy of the 5th edition of the Zine Register for \$2.00 (to cover postage costs). These two guides, even if slightly out of date, still contain alot of information valuable to the novice player and new hobby member.

Finally, I'm pleased to announce that Robert A. O'Donnell, 2444 Pershing Way, Klamath Falls, OR 97603, USA is our new novice advisor. If you are a novice player and you have a question about the hobby or game send it to Bob and he'll answer it for you, or send it on to someone who can. Bob was a novice himself until not long ago, so he remembers what it was like.

### IV. GAME OPENINGS

The supply of game openings in the hobby is at an all time low, I suspect. That is one reason that so many hobby members are working to produce materials to help would be new publishers, editors, and GMs. We need them. Without them the hobby will die. If you would like to try being a publisher, editor, or gamesmaster; or even all three; I hope you'll drop me a line. There are a lot of people who will help you get started and, equally important, see to it that you keep going.

Gary Coughlan, of EUROPA EXPRESS fame, offered to compile a list of game openings for this issue and I appreciate his help. Here are the publishers who responded to Gary's inquiry: Paul Gardner (Rt. 1, Box 2338, Newfane, Vermont, 05345, USA), NOT NEW YORK, offers regular and a variant game openings; a sample is a SASE. Dave Kleiman (651 Fenster Ct., Indianapolis, IN, 46234, USA), THE DIPLOMAT, offers regular and variants with a computer adjudication system, including the DW Demo Game, Vopicka; a sample is a SASE.

Earl Whiskeyman, Jr. (27 Mark St., Milford, CT, 06460, USA), CONNECTICUT GAME CLUB THE GAMER'S ZINE, offers regular and many variants; a sample is 39¢US or 40¢CAN. Randolph Smyth (#119-70 Maryland St., Winnipeg, Manitoba, R3G 1K7, Canada), FOL SI FIE, offers regular openings; offers a free sample (but a couple of quarters would be nice). Cathy Ozog (1526 N. Lawler Ave., Chicago, IL 60651, USA), CATHY'S RAMBLINGS, offers a variety of regular and variant Diplomacy games; a sample is free. Robert Acheson (Box 4622, St. SE, Edmonton, Alberta, T6E 2A0, Canada) offers a selection of regular and variant games; a sample is free.

If you are a Diplomacy publisher/gamesmaster and you have openings send the following information to: Simon Billenness, 61A Park Ave., Albany, NY 12202-1722 so he can include it in the next issue of PONTEVEDRIA/BARATARIA: Name & Address; Name of Zine or Subzine; Frequency of Publication; Type of Games Offered; Subscription Fee if Required; NMR Fee if Required (and is it refundable); Game Fee if Required; Any Benefits Offered to Standbys; Are There Maps With the Games; What is the Cost of a Sample Copy of Your Zine/Subzine.

Other sources of game opening information are: Robert Sacks, KNOWN GAME OPENINGS, 4861 Broadway, 5-V, New York, NY 10034; and Elmer Hinton, address above; and, of course, keep in touch with Jim Burgess, address above, for info on orphaned game openings.

More specialized openings are available from: Fred Hyatt, 60 Grandview Pl., Montclair, NJ 07043, USA, THE HOME OFFICE, who offers openings in a variety of regular and variant games. Fred is returning to the hobby after a five year absence. Stephen Swigger (address above) is looking for players for what may well be the next DW Demo Variant Game. If you'd like to participate, contact him. Finally, on a personal note, I need some standbys for my two regular Diplomacy games that Ken Hager is running for me while I tend to DW. If you'd be willing please drop Ken a line at 808 Magnolia Ave., #6, Pasadena, CA 91106. Tell him you want to sign up for 1985 HC. If you are into professional gamesmastering you might want to contact Rick Barr (Box 1873, Cave Creek, AZ 85331, USA; 602-488-3148), who offers several interesting games: Moneylender, Armageddon, Crisis, Nemesis, and Reformation. Copies of the rules are \$1.00, each, and each turn costs from \$2-\$3.

#### V. LATE BREAKING NEWS

First the bad news. I've misplaced the last season's orders for the 1983 X, the last DW Demo Game. To find them will take hours of searching, if I'm lucky (It took me months to find an envelope that J.R. Baker sent me and I misfiled...). So I'm just holding the final game year of that game. Besides, it will make an appropriate introduction to the beginning of our new Demo Games next issue.

Second, the good and bad news. Lee Kendter, Sr., who has done a fine job as Miller Number Custodian for the last three years or so, is retiring (I guess that's the word.). Only those of you who are into variants can appreciate just how fine a job Lee did. That's the bad news. The good news is that Lee has fine a successor that satisfies him so we have an heir. Fred Hyatt, 60 Grandview Pl., Upper Montclair, N.J. 07043, will be the new MNC effective 1 June, 1986. Before then everything goes to Lee. After that it goes to Fred.

Third, the best news of all is that Daf Langley, who had some major surgery just a short time ago, is coming along very, very well. She's still the same, young (Note how Diplomatically I put that) Daf we all know. Please take a few minutes and write her a note on the enclosed best wishes card. If you know a good joke, or a bad pun, please send it along. I know she'd like to hear from you. I understand that Duck Williams and Mike Maston are working on a new recording of a B.V.D. Bach masterpiece, "Aren't You Just Ducky? And isn't that fine, fine, fine!", to aid Daf's recovery. (That's an in joke which will only be understood by members of the Techatapi Illuminati!).

Anyway, that's the latest. I know some of you are impatiently waiting things you've ordered, like back issues of DW, copies of the DWA Volume I, etc. and I'm sorry it's taking so long. On the other hand, all work and no play makes Larry a dull boy and I know you wouldn't want that. So, bear with me while I fight off this attack of Spring fever...

### CHECKLIST

Now, more than ever, DIPLOMACY WORLD, and the hobby at large, needs your involvement and participation in a wide variety of worthwhile activities. Here's a checklist of some things we want to remind you of:

THE AWARDS BALLOT (17 May and various dates) - Be sure to complete either the entire ballot package enclosed in this mailing and return it to me by 17 May or return the individual components you wish by the specified deadlines. This is your chance to recognize the hobby's best!

DIPCON XIX (30 May - 1 June) - Come to Fredericksburg, VA, and walk among the greats of the hobby (or sit in the back of the room with the rest of us and listen to the gossip...), as the nation's major Diplomacy event takes place for the 19th time. Use the registration form enclosed.

1986 BLACK AND BLUE BOOK (14 June) - Don't forget to return your reservation form for a copy of the new BBB and, if you are a hobby publisher or activist, be sure to send along a copy of your mailing list for inclusion in this year's edition.

1986 DW RAFFLE (1 July) - Don't forget to return your drawing tickets by 1 July so you can be a part of the first DW Raffle. Who knows you just might win the Grand Prize!

TOP THREE BOARDS (1 July) - And don't forget to send along your views on the list of players included in the Top Three Boards in the Ratings Section of this issue. Let's find out how and why these people made it to the top!

FEEDBACK (1 July) - Please be sure to get your articles, news, announcements, etc. for the next issue to me by 1 July. Next issue is going to be real tight as far as deadlines go. The reason, of course is:

PEERICON VI (1 - 3 August) - Come if you can, drool if you can't, to the west coast's major all DIPLOMACY event. Read the enclosed flyer and then make your plans to attend.

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### IMPORTANT NOTICE

If you have ordered any publication from DW/IDS such as a copy of the REPRINT SERIES, the DW ANTHOLOGY, back issues of DW, a BBB, etc. and have not yet received them and IF there is no note in this mailing regarding the status of your order, please let me know at once. I want to get all these backorders cleared up before the end of May. If you've ordered something in the last couple of months and haven't gotten it, don't worry. I try to arrange most shipments to coincide with DW mailings. It's a lot easier on me, if harder on the Post Office. Heh, heh....

# "Harold," she whispered softly, "I never knew what a winner you were!"

It was late at night and soft jazz music filled the air. Everyone had just left the smoke-filled dining room where the potted palms were wilting slowly.

"Harold," she said, "you saved my party!" A tear of gratitude welled up in her left light blue eye.

"It was really the DIPLOMACY game," Harold answered modestly.

"Yes," she said. "It's really loads more fun than cards, much more social than charades. Actually, I've never had such a splendid time."

"Indeed," Harold agreed. "I love you, Gloria, but I know at a party you are two left feet when it comes to dancing. So naturally, being considerate of



you, I brought the DIPLOMACY game to your party."

"And you," she sighed, "won."

"And I," she said triumphantly, "came in second."

"Well," Harold mused as he lit a cigarette with his Eaton crested lighter, "when 4 to 7 people vie for territorial expansion with an eye toward total conquest of Europe while preventing opponents from

doing so in a devilishly clever manner . . . really puts their all into the challenge."

"Goodness, but you're right," she breathed heavily, "and how those marvelously devious friends of yours thoroughly exploited the innocent nature of the other players . . . why, Smedley got so perturbed he almost blurted out a rather colorful word!"

Buoyed by the euphoria of the super evening, Harold at last made the promise Gloria had been waiting for all along. "Monday morning, first thing, darling . . . I'll revisit the Game Emporium in quest of more Avalon Hill games. Because—to play an Avalon Hill game is an exhilarating challenge; to give one, a subtle compliment."

"Or, use the coupon below," answered Gloria breathlessly . . .



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